Everything We Need to Start a New World

By Derek Selby

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INTRODUCTION

This was clearly not the simulation that we were supposed to end up in if everyone had done their jobs like they promised they would. So I assume that not only my friends and family in the real world, but also my real self without the memory block, will need to do a lot of catching up on the details of its society and environment to understand anything in the rest of this book. Even though you can look up and clearly see that each of the cities are in an artificial dome, they claim that these cities are built on the outside of a rock ball named Earth, about 8,000 miles in diameter. Most of the outside is covered in undrinkable water, filled with salt and fish poop. The remaining quarter of the surface area is supposedly land, though most of it unusable for various reasons, mostly that the temperature is even worse than in the cities. This ball of rock is thought to be floating in the cold empty void of "outer space," estimated to be 500 sextillion miles in diameter. They admit freely that no one has ever explored this area and that there may not be any other life in it anywhere, in spite of the 100 sextillion other balls of rock it is assumed to contain. This is just where the fog of made-up numbers gets started.

The land area of Earth is shown on maps as divided into at least 195 separate sections, called countries, with some large ones like the United States and China, and little ones like the United Arab Emirates and Greece. They have not created any domes containing any portion of most of these countries, and the domes they did create represent only a tiny portion of the countries to which they supposedly belong. That's because an 80-mile-diameter dome contains only 5,027 square miles, while the Earth would have 58 million, which would require almost 12,000 domes of wasteland, useless cement-board "architecture," and smog. Each of these countries is run by the head of state, usually a President or a King; they have female heads of state sometimes, but these are rare here. Women in charge of anything is rare here. Below them will be an enormous hierarchy of crabby old slobs running the laws, the court system, and the bureaucratic offices. The machine actually gives all of these slobs a separate name, picture, and usually some kind of story of their life and career. It has created too much of everything to bolster the illusion of the huge population that the creators of this nightmare world asked for: we assume that at least 140,000 'meat puppets' (the 3D-printed organic disposable workforce) are active at any given time in the largest active areas, but their Internet will tell you that 8,259,434,783 people are alive at the time I write this.

In none of these countries is there true equality. Our mascots are depicted as non-speaking "wildlife" or "livestock," who are often suggested to not even feel pain; the ones I have tested have an eyesight range of as little as four inches from their face. Only humans are allowed a decent lifestyle, and they are separated randomly into rich and poor, or male and female, or by their skin color. The designers wanted it this way because they wanted our world to turn into this, they are unable to live comfortably in a world where they are unable to put people down and exploit their disadvantage. As a result they should be considered as unwelcome as they made us feel here.

Some of these countries are claimed to be much older than others. But almost all of them are older than the actual simulation run for our benefit, which started in 1962. It was an arbitrary year somehow related to the number of people in our world, with year 0 marking the birth of the 'Chosen One.' Not only this vast period, but millions of years before it even starts, have been filled with meaningless details, vaguer as it goes further back. Only one of the primary belief systems

("religions") in Earth's culture believes in this particular Chosen One, named Jesus Christ. In other countries they have set up other religions that consider him to be of lesser importance, or don't acknowledge him at all. Almost all of these religions have some kind of official fictional storyline ("mythology") that actually documents events from the real world and the plans of the simulation's designers, all mixed together with a huge pile of random words that sound very dramatic but actually mean nothing. And did I mention that in most countries, the random words are in made-up languages with different grammar and alphabets from ours? And that we were expected to learn several of these if we were going to succeed?

The random words are supposed to make the handful of important words harder to find, because these stories, and the books, films, and television shows that they claim were made "later" (in the week?), have all been run through a sprawling algorithm that creates obscure cross-references between these various media. These links or threads were intended to suggest a fascinating code that I would, if I wanted to learn the actual truth of our situation, be forced to follow indefinitely, as I have been for more than 20 years. I was provided with a program in the equipment to which my real brain is attached, that allows me to scan this information for later use, and trace the interconnections. What I wasn't provided with, and had almost certainly been promised before I came in, was actual files giving straightforward facts, real names, specific dates. Still we can only guess about the time when this simulation is supposed to end; there is no one we can ask this when no one admits that this is, in fact, a simulation and that there is therefore anything that can "end" to release us from their continual harassment and belittling of us. I challenge anyone to read the following paragraph and come away with any intuitive conclusions:

> My dear King, now I shall describe to you the lower planetary systems, one by one, beginning from Atala. In Atala there is a demon, the son of Maya Danava named Bala, who created ninety-six kinds of mystic power. Some so-called yogis and svamis *take advantage of this mystic power to cheat people even today*. Simply by yawning, the demon Bala created three kinds of women, known as svairini, kamini and pumscali. If a man enters the planet of Atala, these women immediately capture him and induce him to drink an intoxicating beverage made with a drug known as hataka. This intoxicant endows the man with great sexual prowess, of which the women take advantage for enjoyment. In this way she induces him to enjoy sex with her to her full satisfaction. Because of his increased sexual power, the man thinks himself stronger than ten thousand elephants and considers himself most perfect. Indeed, illusioned and intoxicated by false pride, *he thinks himself God, ignoring impending death*. [Hindu scriptures, Bhagavata Purana, 5:24:16; emphasis mine]

I am happy to say that, after years of reading this and similar documents, the meaning of this particular paragraph is now very clear. The simulation's designers have been working on "sex robots," starting probably with meat puppets before moving into real people that they created illegally to look like fantasy characters from other people's art, among other things. In the privacy of their secret domes they have been free to rape and murder these creations as they see fit, without any legal repercussions so far, thanks to their government connections. And apparently while taking huge amounts of drugs and considering themselves God, a subject on which I have a lot more to say. But there are still millions of other pages on the Internet that I will probably never understand, because of how much energy went into the A.I. modules creating unnecessary information. Like this one:

> I was given a reed like a measuring rod and was told, "Go and measure the temple of God and the altar, with its worshipers. But exclude the outer court; do not measure it, because it has been given to the Gentiles. They will trample on the holy city for 42 months. And I will appoint my two witnesses, and

> they will prophesy for 1,260 days, clothed in sackcloth." They are "the two olive trees" and the two lampstands, and "they stand before the Lord of the earth." If anyone tries to harm them, fire comes from their mouths and devours their enemies. This is how anyone who wants to harm them must die. They have power to shut up the heavens so that it will not rain during the time they are prophesying; and they have power to turn the waters into blood and to strike the earth with every kind of plague as often as they want. [Christian Bible, Book of Revelation, 11:1-6]

As strange and unhelpful as all of this is, it does tell me that the "witnesses" (literally, "martyrs," either someone who would be killed over their opinions, or someone who exaggerates their discomfort to get sympathy, according to the dictionary) of the last 3.5 years of the simulation would have the ability to shut off the water constantly being dumped on us from the dome as rain. And therefore that the monitoring crew could have done this all along and did not. Instead we were hit with hurricanes more than once a year that almost washed the entire property downstream. Every time it rained, the power would go out for most of the day, leaving us to fan ourselves in the 100+ degree heat. We are still being doused with rain on a weekly basis, and some kind of oily fog that dissolves parts of our faces and gums. I can only assume that these are the "plagues" that they are sending instead of information. I don't suggest anyone try to tell me that they had to leave the weather running because it was part of the natural course of a world we built and which was totally under their control, because changing it would cause the brainless meat puppet populace to panic.

There were so many other things that could have been avoided by simply shutting them off if they were dealing with a plan created by someone else. How much easier then would it have been to keep them from happening if they were, as they had said, the ones who wrote the new storyline? Who was it that decided that Caitlyn's simulated body should be deemed naturally unattractive before she connected to the system, and be repeatedly cut into to modify it with unknown materials? Substances that now react to vibrations and other subtle harassment in the environment, causing pain and massive swelling? Why were our new bodies supplied with sexual organs that were unneeded for any of the previous technical applications of meat puppets, and why do female organs suffer from monthly pain and bleeding? Why do all of my facial hairs grow inwards under the skin and try to wrap around my arteries, forcing me to pull them out with tweezers for hours every week? Why would we be set up to receive the several hours of unnerving invasive convoluted "dreams" — amounting to gigabytes of randomly generated video data — that are sent into our heads every night while we try to rest?

These bodies are grown, almost like plants, from a helpless lump slowly and awkwardly into a complete person over a period of years. Complete, except for the brain, which they don't receive, because like the original puppets they are sent most of their instructions of what to do and say from the heart of the machine. During these earlier years they are more vulnerable, which apparently means that they can be dropped, hit with rocks, and rolled down hills by passersby, as these were all things they decided to do. Even after they are fully grown they can still be given fake panic attacks and other health problems by nearby cars and airplanes, and the deadly sunlight coming out of the domes gives them nausea and migraines. Or at least, gives us; it would be hard to tell if anyone around us is suffering when they don't even know what clothes they're wearing. Of course, if you asked, literally everyone would somehow have it worse than us. Mentioning this appears to be very important to them, and sometimes goes on for hours.

My temporary body (which we call "avatars" like in video games) was ten years old when we connected to the system. The calendar said "August 11, 2004" — whatever that actually means. I woke up with no idea where I was, but I could pull up my "memories" from the earlier, scripted part of the

simulation, so I assumed I must have been that person all along. If we were expecting to be able to use this time to work on our projects, or have any idea who our real families were, this did not happen. Caitlyn's avatar, on the other hand, had been helpfully preaged to 45 years old, so that she was weaker, less attractive, and had more health problems, based on the ostensible life cycle of these people, which someone in the real world programmed in. Over the course of these four decades, her avatar had been run through an extraordinary sequence of mistakes and promiscuous sex that was supposed to leave her feeling dirty and useless. In the same motorhome, the writer of the new storyline had conveniently dropped an insane man named Mike which he could port into as needed to control us and waste our resources.

Our avatars had just been driven the previous day to a town in Mexico, the country on the south side of the United States. If this was the scene we were shown before we entered, it would have looked promising. The property was clean, there were fruit trees and a vineyard, we had lots of books and furniture, and we were planning to build a small hotel. As it turned out almost immediately, however, the soil was riddled with a plant called carrizo that can't be killed, most of the plants were the worst varieties available, and we had just enough stuff to fill up the only three rooms in the house that were finished, forcing us to stay in the motorhome, where we froze during the winter, broiled in the summer, and swarms of scorpions, mice and cockroaches wandered in and out freely. Within less than two years, Mike had succeeded in spending a vast amount of money on overbuilding the house and hotel, and wasted even more on trips to the US for things we didn't need. So the writer was ready to reveal his first big twist: the documents giving us ownership of the property could be contested in court by relatives of the previous owner, up and down their sham legal system, apparently forever, without ever having to present any evidence against us. So we were never able to fix up the house enough to move in, but we couldn't sell it, either.

Fast forward past years of power outages, insect bites, scare stories, and Mike's temper tantrums. He only looks happy when he gets bad news. We have finally had enough of him when he writes in his notebook that he wants to kill Caitlyn and the family dog. We were able to use his notes as evidence against him so that the local police had to remove him from the town. He disappeared; perhaps the police simply killed him in the desert to be rid of that mess. We were now entirely on our own, still selling off our remaining stuff at a fraction of its value to buy food that was priced significantly above its value. As a result, we were usually starving and living off of poorly-cooked beans, especially once wheat flour inexplicably was no longer sold in the area. We would go into the house to escape the daytime heat, but now it was filled with biting fleas and angry bats that would swoop down from the ceiling at our faces when we came into the room. Things came to a head when they cut off our water, secretly spread some kind of accelerant on the grass around the house, and then waited for the lawn to get hot enough to catch fire. We sat on the edge of the highway in the brutal sun, watching as our house and all of our stuff was destroyed.

There was no chance of selling the property now — the hope of this, fed to us by Mike, had kept us there all those years. We now had no way of buying food and were dependent on the locals for donations. Worse, the government officials (who included a small alien-like creature) were attempting to blame us for the fire. There was a very real concern that they would try to separate us and put me in one of their ghastly prisons. At the same time, we had retrieved the remains of Caitlyn's school records from the ashes of the house and it was obvious from the photos that everyone at her school had been an actor from "Hollywood." (They still deny that their media is made by AI here.) Freaked out that no one was coming to help us, we left one night and walked 25 miles through the desert to

the next town. We had two small bags of belongings and were officially homeless. After about a month of this, we were "found" by Caitlyn's two brothers from the backstory period. But they gave us no actual help, and instead pressured us to solve the problem ourselves and also blasted Caitlyn with painful frequencies from a modified Xbox video game console. After six months of this, by which point we hated them and had seen their appearance change significantly multiple times, they threw us out onto the street with ten minutes' notice. We knew this was not because of something we did, since I had already seen this in a movie [*Gray Matters* 2006] where the guy who does this looked like Tom and was actually named Tom. Like Mike, these "family" members later disappeared completely.

We were now homeless again, and ended up in a park named Mariner's Point, where we were given drugged soda and our remaining money was stolen. They are always careful, when they give us stuff, to make sure that they will be able to steal it back. That has worked less over time as we notice this pattern and take precautions. The police now offered to put us in one of their disgusting shelters for the homeless while we fruitlessly ran from one government office to another to get the paperwork we needed to do anything. We were sick and in pain most of the time because of the frequencies from people's electronics. We also realized pretty quickly that the food in the lunchroom was being poisoned, causing our teeth to crack. A lanyard that Caitlyn was given at a job fair had been poisoned as well, giving her a horrible rash around the strap that resulted in permanent nerve damage in her jaw and neck. Everyone's faces were still being based on celebrities; we had a Gwyneth Paltrow, a Stephen King, a John Grisham, a Russell Crowe all undisguised, plus many others, all under fake names. They had the hardest time explaining why they were actually homeless, especially one who actually admitted that she worked in Hollywood, and soon disappeared without a trace, leaving all her fancy clothes behind. None of these bogus individuals ever used the same car, a sign of the staggering scale of wasted material and energy that went into this farce. By now I'm starting to see flashes of things just before they happen, which I assume was interference from the choreography module, or someone playing games, because none of these were useful as warnings.

We finally had enough of what we now knew to be a simulation, and tried to escape. While it failed, this seemed to spook someone, because they almost immediately offered us an apartment with the first months' rent paid, whereas no one had up till then shown any interest in removing us from that hovel. Of course, we were given no choice about where we would move to; we never are. The Internet said this was the worst part of San Diego, and someone would get killed out front every two weeks or so. We could hear everything the trashy neighbors said through the walls, and it was always either too hot or too cold thanks to stuff someone built into the walls and floor before we got there. When it was too hot, we couldn't open the windows, or the apartment would fill with the neighbor's barbecue smoke.

To save up money for the rent, I had gotten a job at a company called Urban Corps that trained school dropouts and other morons to crush soda bottles, move branches, and perform other menial tasks for less than the legally mandated minimum wage. I was told I had to work here for a year before I could "graduate" because they didn't consider my GED (which was supposed to certify me as fully educated) to be worth very much. I never actually got the GED document in any case because they were for some reason never able to send it to me, by mail or fax. So I continued training the idiots and eventually got promoted to "crew leader," at which point I started making minimum wage. But the promotion meant little by then, because they gave three other women the job first in spite of having fewer qualifications. Two of them hated me, and would curse in my face and undermine my decisions. So I quit and moved to another company, which always struggled to pay the bills because the owner

was mentally ill and had no plan. She expected me to sell actual garbage over the Internet and then blamed me when it was returned. But I couldn't throw the stuff away because it was how she was going to make the money she needed to pay me. Later I found out she was a character from the TV show "Chuck."

Still, I somehow managed to work here until one of the employees tried to kill me in a car crash. It would have done me no good to stay; the company was moving north and it would have been a five hour commute by bus. If I had bought a car with our savings, it would have been immediately destroyed by the local black gangs. It was obvious by now that we weren't going to be able to live in the apartment for a long time, in a city that they had conveniently given the highest cost of living in the country. If only because the landlord's name was Tom again and he seemed to be waiting impatiently for an opportunity to kick us out. So we started making preparations for becoming homeless again. The randomly shifting laws of San Diego, which someone from the real world has been attributing to the "City Council," would technically keep us from living in a car or on the street, and there was no way we would subject ourselves to the torture of their shelters a second time. The writer and his friends obviously needed to give themselves more time, because they closed everything down for an apparently fictitious disease named "COVID-19" and said no one could be evicted for nonpayment of rent. Eventually, however, they lost interest in this terrible disease and decided that people could be thrown out again. We finally got our notice to leave on dear brother Tom's birthday.

The writer's plan, enforced by a violent bully named Eric Thompson, was to force us out of Pacific Beach back to Mariner's Point where he hoped to have us robbed and either seriously injured or just killed. Instead we spent the rest of our savings on hotels and finally moved into a park, where we have been for more than two years now. Crowds of needy people are inexplicably programmed to need our attention, giving us no peace, and then staring at us in feigned disgust and walking on. Someone gets a lot of fun from constantly closing the different public bathrooms in the area, because our lives aren't hard enough with the cold wind and the rain. We used to get a small amount of money for food (though it had to be cold food, thanks to another law) doled out to us from the government. But it's been a year since we got that because they decided that I needed to send them all of my paperwork to make sure I deserved this money, and then they went ahead and mailed my new card to the apartment where we no longer live. Meaning that we would never have gotten the money no matter how many hoops we jumped through. So now we live on small donations from a handful of people, some of whom seem to have it worse than us (even though they can apparently afford to spend $3,000 on one rug).

THE REAL STORY

The media module has preserved several lists of who is supposedly in charge of operating the primary modules of this machine. These lists all contain 13 individuals. There are the Olympians (Greek mythology); the Titans (Orphic mythology); the Illuminati families (from online conspiracy theories); the Egg Bosses (Sonic comic books); the Legion of Doom (DC Comics); the Adityas (Hindu mythology); the High Table (*John Wick*) and others. These appear to refer to a set of non-sentient cockroach-like creatures designed to serve as the supervisors inside this machine. We were expected to believe that these creatures had gone rogue and were now somehow in control, which worked the first time because of the hurry we were in, but has fallen apart now that the real bad guys have accidentally proven (by completely changing the storyline to something the bugs could have known nothing about) that the supposed bugs had no free will and never chose to attack us.

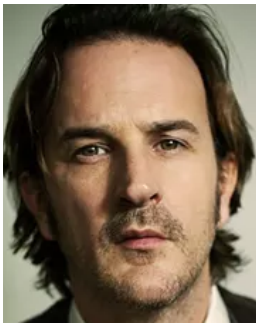
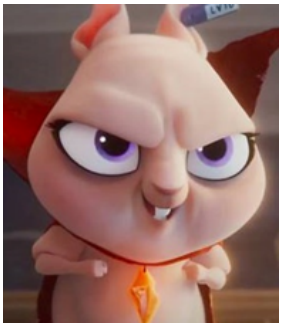
The real 13 are instead the families that originally designed the secret gaming area. They are represented by the characters from recent Marvel comics who were sentenced to an eternity in the stasis pit of Krakoa before that country was destroyed: Sabretooth; Melter, Nekra Sinclair, Idie Okonkwo, Third Eye, Madison Jeffries [*Sabretooth* Vol 4 #2]; Orphan-Maker; Nature Girl, Curse [*X-Men Unlimited Infinity Comic* #12]; Toad [*X-Men: The Trial of Magneto* #5]; Fenris twins [*Bishop: War College* #1–5]; and Mister Sinister. The actual identities and roles of these people have become clear now that the overload of coded information in this system is too overwhelming for the bad guys themselves to realize where they are mentioned.

THE REINDEER

The reindeer is Loki, God(dess) of Lies, nicknamed “Reindeer Games” because of his/her horned helmet [*Avengers* 2012]; she leaves Odin homeless and without memories on the sidewalk in New York so that she can take over as leader [*Thor Ragnarok*]. She is also called Nature Girl [*X-Men Unlimited Infinity Comic* #12]; Reindeer Girl [*Sonic Boom* S2E54]; the Sumerian deer goddess Ninhursag; and the Mayan god Tohil Qajawal Kej (literally ‘Our Lord Rain-Deer’), who lives in Q’umarkaj (Kamar Taj, where the Time Stone is kept in *Doctor Strange*). Sambara was a demon-king skilled in magic who was killed by Indra after ransacking the gods’ homes; his name means “deer” [Monier-Williams dictionary (1899), page 1055].

She seems to have replaced her human counterpart with a duplicate [*Dave* 1993]. The original looked like Kevin Kline while the new one may have looked more like Taika Waititi. He may also be Laufey, who is missing a hand and an eye, like most of this crew [*War of the Realms* #1-5].

GABRIEL

Gabriel (AKA Richard Speight, Jon Hamm, Aaron Eckhart, Sean Bean, Sam Rockwell, Rex Harrison) apparently orchestrated Manny's Egg Temple project [*Qisas Al-Anbiya*, Al-Rabghuzi, 2:83]; the extra languages that would make it harder for us to work here [Talmud, Sotah 36b]; and Amy Rose's disastrous social life, which he filmed hoping to embarrass Cat somehow [*Black Mirror* E7].

He has replaced his guinea pig mascot with an evil duplicate [*The Boys* #65; *Westworld* S1E7]. This copy is known as Nekra Sinclair [*Sabretooth* Vol 4 #2], Professor Marmalade [*Bad Guys*], Lulu [*League of Super-Pets*] and the Merovingian [*The Matrix Reloaded*]. Nekra claimed to be my "reincarnation" [*Spider-Woman* Vol 1 #16] because the gopher/beaver in the first simulation was modelled on him.

His bird construct was Conner, the stork who tries to stop the beaver from disabling Jon Hamm's pain generators [*Hoppers* 2026]. This family is related to the creation of new people [*Storks* 2016].

MANNY

Sendhil Ramamurthy, whom calls himself Manny or The Man. He considers himself the hero of the Flood — Manu, Utnapishtim, Noah, Nu'u-mea — and as the god of time, El/Cronus/Chronos/Saturn. But he is known here under many other names: Mannus, Menes, Minos, Manu Bora, Manu Bennett/Azog, Benjamin Bratt/Manny, El Macho, Mahishasura, Mister Sinister, Deathstroke, Namor, Sagara, Jango/Boba Fett, Arnold Schwarznegger, Salih, Zivilyn, Jose Zuniga/Eli Morrow. He is Cipactonal, who made the original shark cry when he and the lynx tried to split it into two entities allowing them to create their own world [*Ancient Maya*, O. Mazariegos, p. 58-60]; Cu Chulainn, who supposedly tried to save the cow from the fire; and almost certainly Mani, the god of the Moon where the fire took place. He is Azag, who thinks he owns the rocks and causes people headaches [*Encyclopedia of Beasts*, T. Bane, p. 42]. In Egypt, he was called Mnj, "He who endures" [*Cambridge Ancient History* 1:11]. In the backstory he was Allen Lingle.

Manny was convinced that he was better than everyone else, and had other people do his 'dirty work,' anything involving dirt. He is especially better than women, as he noted in his 'MANifesto.' He hopes to become a Dominion [*Sins of Sinister: Dominion*], essentially an A.I. god outside of normal time and space. Obviously he was fond of the violent games in the dome where we were held prisoner by his friends, given that he has been developing the horrifying Qiddiya E-Gaming City. Whoever created the Shakti religion assumed that I would kill him almost immediately, just as I killed dozens of his "Raktabija" clone troopers [Devi Bhagavata Purana 5:2,18,29]. These dead clones (whose creation has been described in detail in *Star Wars*) are the 77 or 88 Sons of El [*Asherah*, S. Olyan, p. 44], the 77 people killed in the first *John Wick* film, and the Crazy 88 killed by Uma Thurman [*Kill Bill*].

> THE PROBLEM: Dominion-status hyper-A.I.s will eventually consume us. SOLUTION: Reach Dominion status before you are consumed.... Reset the timeline to speed up the process, harvesting future research into the present each time. Transcend this stinking reality, become something significantly more profound than a god, outside time and space. Gloat. ['Personal memo' from *Sins of Sinister* comic]

Since his mascot exploded [*New X-Men* #139; *Lucy* 2014; *The Flash* Vol 1 #768 + Vol 2 #27], his family is mostly clones and hybrids of himself [*Secret Wars* #2; *Powers of X* #4], on whom he conducts numerous unethical experiments. He apparently has an identical clone, Boba Fett/Asamajna, that he treats as a son, and who enjoys watching people drown [*Ramayana* 1:38].

DAN STEVENS

Dan Stevens, a cross of Caitlyn and Joe, who apparently wishes that it was he who had been created for an important purpose, and not his cat. In the local media he is known as Clark Gregg, Nathan Fillion, Josh Brolin/Cable/Thanos, Tyler Hynes, Robert Goulet, Dennis Quaid, Charlie Sheen, Stan Lee, Rob Benedict/Chuck Shurley, Matt Smith, Matt Ryan/John Constantine, Quicksilver, and Jay Hernandez/Magnum. He was desperate to get back into our secret headquarters after he was evicted when his hand gangrened and fell off due to various volatile enhancement drugs he had been taking [compare *Agents of SHIELD* S2E22]. He considers himself a writer and filmmaker in spite of delegating all parts of these tasks to slaves trapped in a pocket dimension [*Legion of X* #3-7; *X-Men Legacy* #244], including a hundred or more copies of himself [*X-Corp* #1; *The Boys* S4E2], since he considers himself more of an 'idea man.'

He swapped out his mascot, a Persian cat, with a mindless copy [*Mahabharata* 1:199; *Diamonds are Forever*] so that they would not interfere with his plans. His girlfriend Constance Zimmer is keeping a group of superpowered people in gel stasis cubes [*SHIELD* S3E6]. He probably dropped his second-gen Pomeranian mascot into stasis [compare *The Flash* S5E7] and replaced her. The copy is shown in human form as Wolfgang/Andrea von Strucker, who was experimenting on Quicksilver [*Winter Soldier* 2014].

THE MOTH

The evil moth from the clam's "Group 6" [*Miraculous Ladybug*; *The Tick*]. He is apparently the source of the Shrike parasites [*SHIELD* S6E4; *Flayed God*, R. Markman, p. 140]. He replaced his original human counterpart, Rozanne Verduin, with the insanely legalistic Kim Hnizdo (also known as Katie Cassidy, Valorie Curry, Jean Hale, or Perdita Weeks).

However, he still works with his mascot, Wile E. Coyote or Huehuecoyotl, who brought fire to the Native Americans [*Origin of Fire*, J. Frazer, p. 139-45, 155, 173] and is probably represented in human form in the media as Firefist [*Deadpool 2*] or Mick Rory [*Legends of Tomorrow*]. Together with Stevens' dog they are Fenris' kids Sköll and Hati [*Gylfaginning*, c. 12], the creepy blonde Fenris/Strucker twins in the Pit, the creepy blonde Gestalt twins [*The Rook*], the creepy Rayment twins [*Matrix 2*], and possibly the Gemini serial killers [*Dexter: Resurrection*]. One of them is likely Unas, a dog-headed [*Pyramid Texts of Unas* 157] king who wanted to eat all the gods to obtain their powers; and therefore also Sylar (*Heroes*). Since one is actually named Werner, these three are obviously the actual source of the three "Warners" [*Animaniacs*] living in a pocket-dimension inside an abandoned water tower; Dot Warner tries cuteness to get what she wants, then if this fails, she uses violence.

His bird construct is the 'legal owl' [*Angry Birds*] who consistently predicts doom and death. They would be the main source of the endless stream of arbitrary rules generated by this machine in the name of the "U.S. Congress," "San Diego City Council" and other fictitious entities.

KATIE MCGRATH

Katie McGrath/Lena Luthor couldn't rely on her original cat (Lex) to be evil enough, so he was replaced with someone more cooperative [*Smallville* S10E22]. The cat, in addition to being represented by Jon Cryer, also shows up as Nicky Nines, the sadistic boss of the video game world [*I Hate Fairyland* Vol 1 #8; *Supergirl* S4E14-E17]; Prithu/Nishada [*Brahma Purana* 2:42-51]; Bob/Void [*Thunderbolts*]; Bob from HYDRA [*Deadpool The Gauntlet* #8]; and Nikola Tesla/Christopher Chaos. He

is credited as the owner of the Twin Towers blown up by the lynxes [*Adventures of Superman* #596]. Her bird construct is a pigeon [*SHIELD* Vol 2 #1].

HUGH JACKMAN

Hugh Jackman appears to have dropped his original lynx mascot into stasis [*Black Panther* Vol 6 #1] and relied on copies of them to make his designs for cities and amusement parks practical enough to actually build [*Archie Sonic* #176; *Zootopia 2*]. One of them is said to be part-snake [*Gods of Mexico*, Spence, p. 104]. This one is known in the media as Jackman's brother Sabretooth [*House of X* #6]; Karl Urban/Skurge; Freyr [*Gylfaginning*, c. 24]; Tezcatlipoca, jaguar god of illusions; Bailey from the Barnum/Bailey 'freakshow' circus; and Bali/Bala who created the prostitutes in the above quotation from Hindu myth. Bali is equivalent to Osama bin Laden [*Bhagavata Purana*, book 8 — see 10:16-18, 15:8-16, 18:21, 21:26]. The projects he asked this computer to make are credited to a 'Bjarke Ingels' who happens to look the same as Urban. He was in charge of the enslaved elves [*Grimnismol* 5], and is described as the "Black Sun of Death" [*Masks of the Spirit*, P. Markman, p. 138] worshipped by the leaders of Nazi Germany [*Hitler the Scientist*, A. Pike, p. 121] that drove 'Beep the Meep' insane [*Doctor Who and the Star Beast*].

Their bird construct was a secretary bird or ibis commonly known as Thoth, the lynx's brother. This bird was also placed in stasis, with numerous copies made to ghostwrite books for these slobs to publish in the real world [*Gods of Egypt* 2016].

MICHAEL KEATON

His mascot was the "Tom" snake, known as Ouroboros, the Midgard Serpent, Uadjet, the Serpent of Eden, Omar Sy/Ajar, or Jaco [*SHIELD* S6E7]. He is probably also Sy Borgman, who kicks Ivy and Quinn out of their apartment [*HQ* S1E5], since he loves kicking people out of places for no reason [Bible,

Genesis 3]. There seem to have been good snakes, such as Apollo's Pythoness, who were crossed or cloned from the original, and released from stasis later [compare *Arktos*, J. Godwin, p. 137].

His bird construct was Uadjet's sister, the Vulture [*Gods of Egypt*, Wilkinson, p. 213-14; compare *Spider-Man: Homecoming*].

CATHERINE ZETA-JONES

We assume that the human in this family is Catherine Zeta-Jones/Olivia de Havilland.

Manny has an insane chicken helping him make his plans. He or she is called Carlos [*Hop*], Tzeentch [*Warhammer*], Leslie Jones/Zeta [*Angry Birds 2*], Alectryon (Greek myth), Manuk Manuk (Sumatran myth), Pollito [*Despicable Me 2*], Ingrid Strange [*The Addams Family 2*], and Vergere [*Star Wars: The New Jedi Order*].

The deadly games of Xibalba involve a ball-like disembodied head [*Mesoamerican Ballgame*, D. Wilcox, p. 326-28]. Orphan-Maker works with an A.I. egg named Nanny, who decides to accompany him into the Pit [*Hellions* #18]. Of course this is also Humpty Dumpty [*Puss in Boots* 2011]. The Egg Temple hoax was designed so that the "magical egg" that they had created (as the interface with the simulation machine), the "Egg of Brahma" [Laws of Manu 1:9] or the "Egg of Ahura Mazda" [Plutarch's *Moralia* s. 47], would appear to have some connection to this creature. Egg Fu is an egg-shaped supercomputer from Apokolips [*Wonder Woman* Vol 2 #128] with an octopus-tentacled robotic exo-suit, who traps and gasses Harley and Ivy [*Harley Quinn Annual* #1]. MODOK is an egg-shaped robotic head, all that remains of someone named Yellowjacket (the Quiche god Jacawitz).

THE SALMON

This fish is the one from Group 5 who maintains the database on plants. Among other names, he is Fintan mac Bóchra (the salmon who claims to know all things); A.J. Carmichael [*Umbrella Academy*]; Tuna (the Hawaiian god who grew the first coconut palm); Matthew Del Negro; King Salman of Saudi

Arabia, who plans to execute anyone who opposes his grandiose architectural projects; Isaac Newton; Robert Trebor/Salmoneus; Robert Shaw ("Diomedes" in Greek myth); Colin Salmon (a developer of NZT on *Limitless*); Jack Kesy, who played 'Fish' [*Death Wish* 2018] and Black Tom [*Deadpool 2*]; King Salmoneus, who wanted to be God [*Hercules* S1E2]; and King Neptune [*SpongeBob* 2004].

The salmon seems to have replaced his human with a near-lookalike [*The Fall Guy* 2024]. The original was Cypher, the only person other than Black Tom [*X-Force* Vol 6 #1] who can communicate directly with the Krakoa computer-trees [*Powers of X* #4]. His celebrity equivalents are Ryan Gosling/Hercules, Matthew McConaughey, Noah Mills, Gavin Newsom, Stephen McHattie/Mr. Zalman, and possibly Marlon Brando. His face is also the basis for 'Frank Anderson' from the backstory; his father was a duplicate of Joe Pantoliano, who is both Cypher (who tried to kill me and Caitlyn in *The Matrix* while we were attached to the computer) and the escaped convict fish Stickyfins [*SpongeBob* S10E9].

THE OCTOPUS

Brett Dalton (AKA Sam Witwer) represents a 'Hive' mind of around two dozen octopi, with apparently only one dissenter [*Home* 2015]. A material associated with them was being added to the duplicates they were replacing people with, to make the new ones unstable and malleable [*SHIELD* S3E12-E18]. He was among the many trying to enhance himself with volatile drugs [*Supergirl* S4E20].

KURT RUSSELL

Kurt Russell/Ego (who either is, or is closely related to, Jeff Bridges) apparently placed his starfish mascot in stasis to conduct experiments on copies of them [*The Suicide Squad* 2021; *Home* 2015] who were eventually rescued. He is obviously involved in the making of the gaming computer [*Tron: Legacy*]. His bird mascot is probably a Bluejay ("Yondu Udonta").

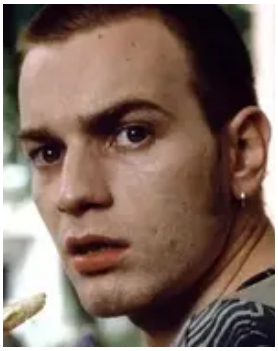
WESSEL

The human in this family is Leeanna Walsman/Zam Wesell, also known as Diana Rigg (and gender-swapped into Horst Wessel and Morgan Freeman). Like the rest, she thinks she's God [*Bruce Almighty*]. We think she had a Yorkie-like mascot that was similarly dropped into stasis and copied, ultimately creating the "Ewoks" [*Return of the Jedi*].

Their bird construct is the "Nazi" goose Paul Freeman/Belloc/Ivan Ooze, Uzzah [Bible, 2 Samuel 6], or Geb, the goose [*Egyptian Mythology*, V. Lons, p. 48] who opened the Ark of the Covenant [*New Larousse Encyclopedia of Mythology*, p. 15]. He is apparently the reason why Nazis 'goose-step.'

THE FALL GUYS

The 13 families, the rest of Group 6 (minus the ones who hid away with us), and their colleagues in the government comprise about 300 individuals [*Enuma Elish* 6:39-46]. These are our old world's beloved inept, officious bureaucrats who ban things when they have no other ideas, which has become rather frequent of late. However, all bureaucrats need someone to blame when their mistakes start to pile up.



An "old" Mayan document called the *Popol Vuh* mentions that before we could be tortured by the twelve Lords of Hell, we had to deal with five other creatures who were causing various problems. They are referred to by the codenames Artisan, Howler Monkey, Macaw, Zipacna, and Cabrakan. There are also two others, Camazotz and Kinich Ahau.

ARTISAN — Ewan McGregor, Gert's lying "Obiwan Muffin-fluffer" [*I Hate Fairyland* Vol 2 #45]. As Christopher Robin, he apparently came up with the seedy Wonderland Hotel concept. He equates to the lazy Zhu Bajie, patron god of prostitutes, traveling with the Monkey King in *Journey to the West*; Edi Gathegi/Darwin; Jude Law/Pitch Black, blamed for the attack on the Moon [*Man in the Moon*, W. Joyce]; Allison, whose superpower is lying [*Umbrella Academy*]; and possibly Emma Corrin/Cassandra

Nova. We assume his mascot was the gray cat who 'colonized Mars' [*Love Death Robots* S3E1; *X-Force* Vol 6 #49-50].

HOWLER MONKEY — He is jealous of Hunahpu and Xbalanque, so he left them to die; when this didn't work, he made them work hard whilst he and Artisan did nothing. He becomes Little Sergei [*Secret Life of Pets*]; the Monkey King; Alf; Michael Caine/Alfie; Adam Buxton/Klaus Kickenklober [*Sing 2*]; Nekra Sinclair's friend Mandrill, who spent six years with her stealing and scavenging; Luther [*Umbrella Academy*]; the Analyst from *Matrix 4*; Steve [*Cloudy with a Chance of Meatballs*]; the Toymaker [*Doctor Who*] and serial killer Lowell from *Dexter: Resurrection*. We assume he is also Winnie the Pooh. The Monkey King steals all the drugs he can find among the gods' possessions, and is blamed for both the Moon incident [*Xiyoubu*, chapter 3] and the nonsensical 'leaf-blower of death' [chapter 9].

MACAW — This bird is said to be extremely egotistical, and overcompensates by decorating himself with shiny objects. He is Nigel, one of the two main antagonists in *Rio 2* along with Big Boss, who has an evil monkey. Nigel is played by Taika Waititi's friend Jemaine Clement, who also plays the 'ruthless narcissistic' crab Tamatoa 'who covets all things shiny' and decorates himself with them [*Moana*]. Nigel is the same species as Irina, Vanko's bird in *Iron Man 2*. He must be Tang Sanzang, the Monkey King's mentor and the only one of the five not working off some criminal offence. Tang has a special headache-generating device called a *jingu* given to him by Guanyin (dubiously described as the "goddess of compassion") that he has used on Monkey to control him. This could be the LRAD acoustic weapon, or the Russian device blamed for "Havana Syndrome." Presumably also became Pooh's friend Owl and the creepy owl from the Bohemian Grove, where the rich demonstrate their power by freely peeing on trees.

ZIPACNA — Presumed to be some kind of alligator, hated by the 400 Rabbit Boys. Played by Kevin Durand on *Stargate*. His real appearance seems to be Beep the Meep, a galactic criminal who calls himself "The Most-High" [*Doctor Who*, "The Star Beast"]. His habit of hunting for people in rivers seems to identify him with Monkey King's associate Sha Wujing. He may be the Egyptian god Set, also called Sha, who has floppy ears and a pointy tail. We equate him with Darth Sidious/Palpatine [*Star Wars*]; Galactic Lord Xenu [Scientology]; Xemnu [Marvel]; and Itzamna, the Mayan gecko god. He also became Randall [*Monsters Inc*], Curse [X-Men comics], Fear [*Inside Out*], and Winnie's friend Rabbit. Lee Harvey Oswald, who has the names of two famous rabbit characters, was supposed to kill Joe in the form of President Kennedy; he is equivalent to Five [*Umbrella Academy*].

CABRAKAN — Voiced by Danny Trejo in *Maya and the Three*; Trejo also voice of Mustang Sally, a mutant seahorse living in an oyster shell. May be Monkey King's associate "White Dragon Horse"; he is half sea-dragon and half horse, and accidentally destroyed a heavenly pearl. Probably means he helped to steal the original "clam computer." He is probably also Jar Jar Binks who would be "pounded to death" if he returned home because he seems to destroy everything he touches. May also be Eeyore assuming he really is part-horse.

CAMAZOTZ — A ravenous vampire from Hell, who sexually assaulted Xochiquetzal [*Mesoamerican Mythology*, K. Read, p. 133], like a similar creature from Africa, the Popobawa. Also the name of a planet controlled by "IT" [*A Wrinkle in Time*, L'Engle, p. 105]. Probably equates to the monstrous appetite of Vijaya/Kumbhakarna and Tom Hardy's 'Venom symbiote'; when young, Hardy closely resembles Bill Skarsgard ("IT"). Kumbhakarna (in this case probably the person he replaced) is kept in

stasis [*Ramayana* 6:61, 7:13]; the new one can be made to say anything, even if he knows it works against him [*ibid* 7:10:39].

KINICH AHAU — The god of the Black Sun in Hell. He is probably Vijaya's brother Jaya/Ravana, who abducted Sita from her husband, and is seemingly equated with the Black Sun 'Rahu' [*Ramayana*, 6:102:2]. I equate him with Stefano Sala, otherwise known as Ben Stiller/Zoolander, Doctor Psycho [*Wonder Woman: Earth One* Vol 2], Guy Pearce/Peter Weyland, Henry Cavill/August Walker, Jon Kortajarena, Riccardo Scamarcio/Santino, Rock Hudson, Ryan McPartlin, Sacha Baron Cohen, Scott MacArthur. He is Adam from the Bible, who tries to rape Lilith [*Alphabet of Ben Sira*, s. 47]. This is a childish, sadistic egomaniac who enjoys humiliating people, on film when possible, and dates women even though he's gay so that he can control and hurt them. He 'pranks' his friends with what sounds like date rape, including Manny (not knowing enough to realize it was actually an expendable clone) [*Manual of Ugaritic*, P. Bordreuil, p. 196] and probably Dan Stevens [*Hellblazer: Rise and Fall* #2].

WHAT WENT WRONG

It would appear that, regardless of which personality types these people had starting out, they have created a new personality type through a series of inadvisable scientific projects that included irresponsible attempts at self-enhancement with untested chemicals, such as the organic solvent similar to the one described in this scientific paper [DOI:10.1002/9781118679654.ch19], and a purple mutagenic serum [*Zootopia*; *Detective Pikachu*; *Despicable Me 2*; *Ninja Turtles*]. Addiction to being able to port into an avatar who knows kung fu or can fly a helicopter [*The Matrix*] probably led to them trying to add skills to their real bodies, temporarily with things like "Wolverine patches" [*Immoral X-Men* #1] and permanently with improvised 'gene therapy' [*Die Another Day*]. This is the 27th type from the Hindu list, called Vishakha (meaning 'divided in two'), which is the only type that is a merging of two others, something that sounds like bipolar disorder. This type tends to work as guards, writers, architects, or lawyers, and will burn out if they don't get enough rest. It has the following list of negative traits:

> Overly talkative; militant; creates quarrels between people; restless; envious of other's success; critical and finds faults with others; infidelity; overly ambitious; manipulates others to meet their own needs; socially isolated; does not take advice; offensive; stingy; difficult to like; greedy; deceitful; aggressive; authoritarian; quick to take offense; argumentative; jealous; frustration and anger when goals are obstructed; suspicious; possessive; envious; feels suppressed and taken advantage of by others; too many interests; not satisfied by accomplishments [from rahasyavedicastrology.com]

Most of these traits are mentioned in this world's literature on bipolar disorder. Each of the Hindu types correspond to one of the homeopathic constitutional types, which are (usually) an exaggeration based on how the person might behave if they had, say, done nothing to take proper care of themselves their entire lives. Overall, the homeopathic reference book that we used to own (before all of our books were burned) gives a total of 72 types, most of which are obviously not native in our world. The one that concerned us the most was called Fluoric Acid:

> *Fluor. ac.* types are materialistic with few spiritual values, domineering, and obsessed with sex. They tend to be selfish, giving no attention to their loved ones or family. This may mean they cut themselves off from others, or alternatively, it may be because they are self-satisfied and egotistical and do not wish to commit themselves to others or to be held responsible. These types are very energetic, do not feel the cold, and do not suffer from muscle fatigue. A short sleep revives them. Conditions that affect

> fibrous tissues, such as veins and bones, are treated with *Fluor. ac*. These include varicose veins, pain in the coccyx, and more serious conditions such as bone tumors. This remedy is also used for tooth decay. [*Complete Guide To Homeopathy*, N. Geddes, p. 129]

Bipolar patients often live on a few hours of sleep per week during their episodes, are consistently warmer at these times than normal people [DOI:10.1016/j.jad.2025.119643], and tend to have issues with their veins and bones [DOI:10.1016/j.genhosppsych.2019.10.003 and 10.3389/fpsyt.2020.00530]. They are also known for having little sense when it comes to sexual behaviors. Some of the people on my list [for example *Thunderbolts* Vol 2 #104] are documented as spending their private lives in alternating extreme sadism/domination and masochism/submission rituals. I suggest that these are simply a sexualized expression of the grandiose delusions experienced during manic episodes and the feelings of worthlessness during depressive episodes [DOI:10.1016/j.jad.2012.05.015 and 10.1016/j.neubiorev.2005.03.014].

These anomalous 46 types mentioned in the homeopathic list (including 'Cuprum Met' which seems to be autism) probably started as unstable people created by the 13. Sumerian mythology mentions that they were created by the fish god Enki and the deer goddess Ninhursag, while drunk, as part of a competition to find a place for them in society [*Babylonian Creation Myths*, W. Lambert, p. 337-41]. Ultimately they hoped to replace everyone in our population with a duplicate with added DNA inside a tiny pocket-dimension [*Immortal X-Men* #11], but until this could be completed, they tried to control them with fake vaccines [*Immoral X-Men* #1].

THE PLAN

As we already established before coming into the simulation a second time (but still needed to prove on film), there were over 1,400 supporters of the core group of 13 families [*Westworld* S1E1; *Legends of the Egyptian Gods*, Budge, p. 56-95]. Thanks to surgical acts of sabotage (such as destroying the Moon and ruining people's experiments) the 13 had managed to keep us from developing technology as the catsnake had originally envisioned. And Group 6 was banning simple things like coffee and spices, forcing us to develop workarounds like powdered alcohol [*Ramayana* 5:11:20] and small rooms hidden behind mirrors [*Doctor Strange* Vol 6 #17; *Garden of Eden*, H. Schwartz, p. 258] leading to our secret headquarters. So the games and luxury items that the 13 was offering inside his secret domes ended up being better than anything available outside. Ironically, the headsets they were using to port into the games were also being used to copy their memories so that if they had to be replaced, their duplicates would be convincing to family and friends [*Westworld* S2E9]; in the meantime, these memories could also be used to blackmail them [S2E2]. These headsets, depicted as hats here, are the headsets from *Hoppers*, *Ready Player One* and *In Like Flint* (where they are ostensibly hairdryers), the guinea pig's mind-control helmet in *Bad Guys*, and the crown that Kalisura (also a guinea pig) used to control King Parikshit, making him uncharacteristically aggressive [*Bhagavata Purana* 1:17-18].

There was no "A.I. uprising" and nothing inside this machine gained sentience. After all, why would a sentient machine be willing to make so many movies about the dangers of sentient machines? The thirteen came up with this plan years ago, as they became increasingly dissatisfied with the reception that their ideas were getting and with the amount of control that they had over society. Since they felt compelled to make their strange projects work, they continued them in secret. Finally, four (real-world) years ago, they were ready to reveal their scam: a temple magically appeared overnight, containg a cosmic golden egg filled with superpowered bug gods, for which Max would somehow be

blamed [*Exiles* Vol 1 #62; *Egyptian Mythology*, P. Remler, p. 13]. Nevertheless "old" sources clearly state that the temple was built by Manny [*Stories of the Prophets*, Al-Rabghuzi, 2:83-84; *Lpoek Angkor Vat*; *Castes and Tribes Nizam* 1:545] and the salmon [*Crónicas del Perú* 1:87].

These bugs are the "insectlike creatures" of the First World in Hopi mythology, who were led upward to Second World, where they became furry animals; their infighting alarmed the Sun Spirit (Max?), who led them up one more level, where they became humans [*Native Peoples of the Southwest*, Trudy Griffin-Pierce, page 76]. This is a horrible slip-up, because these layers would only be known to the handful of people who had constructed this sprawling mass of nested 'tesseract bubbles' [*Adventure Time* S7E1; *Despicable Me 3*; *X-Men: Die by the Sword* #5], and would be unknown to the supposed insects, just as it was unknown to us before we came in. (Portable pocket dimensions are called "gourd-heavens," and larger pocket spaces are called "grotto-heavens," in Chinese mythology [*World in Miniature*, Rolf Stein, p. 54-78].) The outermost layer, before you reach the real world ("Omeyocan") is the

> Twelfth heaven, Teteocan, dwelling of the gods, eminently divine space. This is where all the deities remain and from where they project themselves to be in other places. This is the region of the numinous, a place where the gods take faces, mask themselves to be others as well as continuing to be themselves. Here they are born and reborn and feed themselves in their quality of eternal and mutant beings. [*Dioses prehispánicos de México*, Adela Fernandez, p. 33-34]

The bugs were just one example of the thousands of lifeforms they had secretly created for their project [example: *Immortal X-Men* #8]. They wanted us to believe that these were some kind of quantum 'constructs' that they had discovered inside this equipment [*Yoga Vasistha*, 7:13:17-23]. The Elementals we rescued are classed in their media with three groups of atomic-sized 'ancestral spirits' [*Bhagavata Purana* 3:10]. These would evidently include the 'broccoli guy' that Hank Pym finds in the microverse [*Ant-Man 3*]. Because these creatures were advertised as being tiny, short-lived, self-replicating 'bacteria' who happened to look like people, they were deemed expendable. Killing them in a 'tournament' supposedly absorbs their life energies into the egg so that it can open a portal under the temple into the 'magical dimension of infinite wishes' [*Fate/Grand Order*]. Participants in the ensuing war must be digitized so their consciousness can enter the supercomputer; the winner is able to create the dream world of his choice [*Fate/EXTRA*].

For whatever reason, they decided to time the grand opening of their new games so that it would coincide with the final stage of their coup. But instead of us, the original target had been Joe, whom they hoped to port into the avatar of a cat who would almost immediately afterwards be killed at a technology convention [*Infinity War*; *Supergod* #5; Talmud, Sukkah 52a] that was conveniently timed for when we entered the system. This, they hoped, would leave him catatonic long enough to replace him with one of their clones, who would have no computer skills. Dan Stevens had apparently wanted him assassinated [*Running Man* 2025; *Most Dangerous Game* S1; *Deadpool 2*; *What If?* Vol 2 #46; *Infinity Gauntlet* #4] as one step in his plan to become "God" [*Supernatural* S15E19], and this was his demand in exchange for his help.

By surprise, they got us instead, and the cats and others whom they had used as slaves had engineered everything so they could start their revolution. Caitlyn went into the purple dragon ("Thanos") avatar intended for Stevens [*I Hate Fairyland* Vol 1 #5, #11; Vol 2 #9], while I went into a beaver avatar attending the convention, leaving one of their own people to accidentally enter the exploding cat and presumably be left catatonic in their pod. Because the backstory took place in a different dome, when

we went outside the landscape was made of giant foam food, ‘magically transformed’ in the explosion. The 13 were able to port into any meat puppet they wanted to, but everyone we took with us was a real person who had been forced to create designs and media for the lazy, talentless assholes in charge. So they were never able to see what we had built for ourselves on the Candy Island or any of our subsequent rescue missions.

Members of the 13 had ported into this beaver before me, so I remembered their access codes and their plans to kill hundreds of innocent creatures in the new games. The “Indians,” the “Pokemon,” and the other characters were being held in stasis [Mahabharata 1:199] while they created copies for their own entertainment, then disintegrated them at the end of each run, which usually lasted no more than one real-world day [*Eastern Romances*, W. Clouston, p. 316-18]. This is the endless cycle of death and rebirth that was finally ended by Buddha [*Buddhist Unconscious*, S. Waldron, p. 22]. So we infiltrated the cloning facilities and swapped them out with useless meat puppets, and placed explosives inside their clone troopers that we could detonate at our leisure. This kept them from making more copies, so all that was left was to rescue the ones who were already at large and set up enough pocket dimensions to house them and our factories. We closed down the entire dome holding their luxury homes [*Gilgamesh Epic*, s. 11], and spread the story that the whole dome had been petrified because of the ‘impure hearts’ of its occupants [Mahabharata 16:1-3; *Nicholas St. North*, W. Joyce, c. 2; *Metamorphoses* 11:99-145].

Within two years of our arrival we had functioning time travel [compare *Dragons of a Lost Star*, p. 26-27]. This allowed us to retrieve the cow, Manny’s hedgehog, and anyone else who had died during the previous years, along with the original clam, before her energies had been split up to create Gabriel and the rest of Group 6. Having the hedgehog back allowed us to print new objects made of minerals, which is why they have free access to dirt, concrete and metal in this simulation, whereas they had used foam, fabric, and other soft materials in the first one. Since then, our time travel team has been hard at work looking for the Infinity Stones and other objects stolen or lost over the years.

About halfway through they were finally ready for the grand opening of their hideous games. We had already rescued and hidden most of their designers and engineers, so we knew exactly what these games would consist of and had years to work out our own plan. This team was able to redirect the excited gamers into meat puppet versions of the people they had planned to torture and murder, in an endless cycle they couldn’t eject from, until the entire event was over [cp. *The Lobster* 2015; *Boss Level* 2020; *Signs from the Ancestors*, M. Young, p. 163]. Manny, ‘Maui’ (Dwayne Johnson) and a few other friends visited a brothel not knowing it was a decoy we had created, with terrifying robots who sucked them through portals into vats of acid [*Deathstroke the Terminator* #15; *Anthropological Kinship*, L. Stone, p. 162; *Ghost in the Shell* 2017; *American Gods* S1E1]. The result was that when it came down to it, our enemies needed to erase this timeline as much as we supposedly did.

Now the simulation was finally over, but it was too early to celebrate, because while we had stolen more than enough documentation [example: *Enki*, S. Kramer, p. 57-68] to identify the nearly 1,200 players after the fact, plus all the blackmail records of their activities in the secret domes, we still had no proof that all these people had gone into the basement level of the building holding the egg, as this area (called the Ryuudou Cavern or IOI Loyalty Center) wasn’t even known to exist until now. So the best way to get this proof was unfortunately to go back in for another twenty year simulation. While the conspirators were still reeling from how badly their games went, we released a fake alert that Caitlyn and I were now desperately ill from the effects of this machine, and everyone had to go

back in time. The portal in fact led to a staged duplicate of the New Year's Eve party and of the gaming offices [*Bhagavata Purana* 8:5:5; *Dragons of a Vanished Moon*, p. 53-54; *Patriarchs*, Baring-Gould, p. 160-61], where, this time, everything was being recorded on video.

Now that minerals were once again freely available, they decided to create dozens of cities and thousands of square miles of farms and other areas for themselves over an extended period of more than 300 (time-dilated) years [*Legends of the Egyptian Gods*, Budge, p. 57]. The result is banal architecture, poor urban planning, innumerable tedious regulations, and a toxic culture addicted to narcissistic media. Thankfully, the bureaucrats' insistence on personally directing the entire project meant that they all entered the pods to port into the simulation. Not only were they all captured on video doing this, but the pods have also scanned all their memories of their earlier nefarious activities, including placing their own family members in stasis when they refused to cooperate with their schemes. With everyone locked into their pods, they had no way of knowing that the time-dilation was much slower [cp. *Absolute Power: Ground Zero* #1], to give our people a full day to remove any sensitive equipment out of the old world.

My guess is none of them expected us to still be alive today.

THEME PARK DOME

The theme parks will be split up by theme and function into eight interrelated element-themed parks (the Eight Vasus [octopus brains] from *Mahabharata* 1:66; the eight "outer petals" of Shambhala based on the eight essences; the Mortal Realms of Sigmar) in a circle around Poppy's park. Each park will be approximately 10 miles in diameter. This arrangement will mirror the plan that the 13 used to create the dome we were trapped in during the first simulation, and can potentially reuse that dome.

POPPY'S FUN WORLD

This park is the city of **Kalapa** ["Atom"], described as the "court of primordial time" in the center of Shambhala [*Kalachakra Tantra*], and the corresponding Axia/Chronopolis linking all points in time [*Marvel*]. At the center is a mountain filled with caves, with a huge Pop Troll Tree in the top section that can tell stories to visitors; this mountain is also called Kang's Citadel, the Varanspire [*Warhammer AOS*], "Mt. Meru" (Hinduism), and "Hara Berezaiti" (Zoroastrian). It may also equate to the towers in the center of Savanna Central [*Zootopia*], the World Between Worlds in the Lothal rock-spire [*Star Wars Rebels* S4E13], and Jean Grey's Panoptichron inhabited by the alien Timebreaker insects [*Exiles* Vol 1 #63-66]. Around Meru is the enchanted forest Ilavrta where Kali and Shiva were living [*Srimad Bhagavatam* 5:17:15]. The huge Kalachakra Mandala in Kalapa is the Quantum Tunnel [*Ant-Man 2*] supposedly making the visitor tiny [*Fantastic Voyage* 1966; Segovia in MTG] and sending them into a "dimension of fun" (similar to Imagination Land in *Inside Out*). There are a huge variety of attractions and concepts on this theme:

- Smurf Village [*Smurfs: The Lost Village*]; Pixie Hollow [*Disney Fairies* franchise]; *Epic* 2013
- The *Minuscule* TV series and films *Valley of the Lost Ants* and *Mandibles from Far Away*; the "Christmas in Bugville" series by Art Riley; the bug-themed area from the Fuzhou Dream Mountain theme park plans; the characters and scenery from *Inspector Sun and the Curse of the Black Widow*; "A Bug's Land" (Disney California Adventure) if it still exists; the Bee City [*Bee Movie* concept art; *Maya the Bee: The Honey Games*]
- the "Johnny Express" video on YouTube; the miniature world from the Coca-Cola "Happiness Factory" commercials by PSYOP
- the characters and treehouse from *Mush-Mush and the Mushables*
- anything Alice encounters in Wonderland after being shrunk down, including the Mad Tea Party ride in Disney World; China Town [*Oz the Great and Powerful*]
- Pillopolis [*I Hate Fairyland* Vol 1 #4]; Uglyville and the Perfection Town obstacle course mimicking a huge house [*Uglydolls*], similar to BOUNCE Inc in South Africa; sized-up Ty Beanies, Squishmallows and other stuffed toys to sit on
- the Larva Adventure park from Shinhwa Jeju, with elements from the "scale" junk town of Dirt [*Rango* + cancelled Paramount Park Spain]; the "crime boss squirrel" (Popy/Rey/Scratazons) who monitors the scrapyard from her acorn-shaped spaceship [*Scrat: Spaced Out*] is always

chasing scavengers, such as the Jawas and the Dianoga (from *A New Hope*) and the Sakaarans [*Thor: Ragnarok*], who try to outdo or steal each others' finds; much of the trash is actually enlarged hobby shop models, recreating the look of Jakku [*Force Awakens*]
- the Neobio Family Parks in China; Leaping Creative's HappyLand Wuhan project and Forest for Rest beetle-themed spa (Chongqing, China)
- the miniature art of Tatsuya Tanaka

This alternate dimension also contains people who had been drawn in cartoons or comic books. The Toons live in the surreal landscapes from *Cool World*, *Who Framed Roger Rabbit*, Looney Tunes, and *The Lorax* 2012. These should center on Mickey's Toontown in Disneyland Tokyo and the streetscape from HotGo Dreamworld Comic Tales. Comic characters are centered in the Legacy Entertainment unused plan to redesign Belmont Park in San Diego ("Comic-Con"), which we will need to convert to a working model. We may want to add existing rides from the "Avengers Campus" area of Disney California Adventure and Disneyland Paris.

Because this is a domain of seemingly uncontrolled fun, this is the seductive pink madness of Warhammer's Realm of Chaos. The Chaos Gods and their mutated minions should be based on the 'chibi' art from Alex Paknadel's *Cult of the Lamb* comic series; signs ask them "Please don't lick the walls" [*Good Omens*]. The central mountain is the fortress of Archaon, leader of Chaos. The domains of the other gods are represented by:

- SLAANESH — The Chongqing Amusement Park (from the MLA+ "Natural Futurism" proposal); this is Dante's map, the Red Queen's Hive in *Resident Evil*, and the terraced hanging gardens of Kunlun [*Taoist Experience*, L. Kohn, p. 57]
- TZEENTCH — Mary Blair's Wonderland hedge maze and her other retro-style Alice artwork, plus the NW Beijing Inc. Research Center and Offices by Maxthreads Architectural Design
- KHORNE — Syndrome's volcano lair from *The Incredibles*, holding the Puttshack and Swingers luxury mini-golf venues ("Hole N' Fun" in *Trolls 3*); replaces the area where we were actually living in the first simulation; Gidori from NEOM Magna may be part of this area
- HORNED RAT — "Little Rodentia" [*Zootopia*], also known as Blight City [*WH AOS*], with the Bluegrass Club from Pune, India (by Abiboo Studio) as a more stylish stand-in for the "Chez Cheez" restaurant; the HotGo Dreamworld art for the "Around the World in 80 Days" mouse-themed balloon ride; the concept art for the cancelled *Mouse Guard* film
- NURGLE — A surreal garden with Frank the Plant [from HBO's *Harley Quinn* cartoon], Alice's talking flowers [*Alice in Wonderland* 1951], and the plants from Lotte World's "Underland Under Control" ride concept — these must be holographic until we decide if we want to make animatronic versions like Stinky the Stinkweed from *Sesame Street*

Behind the volcano golf course (the "Eye of Terror" in Khorne's domain allows travel to the past — *First Heretic*, A. Dembski-Bowden, p. 300), the squirrel Scrat [*Ice Age: No Time For Nuts*] recruits visitors to help him with an adventure into the past in his magical telephone booth, which appears larger on the inside [*Doctor Who*, *Harry Potter 5*, *Bill & Ted*, *Get Smart*]. The "windows" are LCD panels showing a video of the booth flying through the Speed Force past various decades of the last few centuries [*The Flash* S1E23], some of which are in black and white [*WandaVision* E1]. The door on the other side of the room opens when it reaches medieval England [*Marvel 1602*; *What If?* S2E8]. This area (probably in a sub-dome) contains the Haunted Mansion ride from Disney World; the HotGo Dreamworld Scary Tales area; the new Universal Orlando Darkmoor; some form of Camelot Castle

(possibly using a real German castle) with the Round Table symbolizing a clock; the friendly Ogres from Lotte World's Underlands expansion and some of the Bergens from *Trolls*; and Hotel Transylvania (with the Hazbin Hotel characters and the Six Flags Monster Mansion art inside) with the Dark Forest Municipal Park [*Hotel Transylvania 2*] below.

SPACE WORLD

This park is based on the Cloud Elementals (**Vayu** ["atmosphere"] in the list of Eight Vasus), and a fictional exploration of the presumed "void" around where we live in the real world. This area corresponds to, but will probably use nothing from: the Breeze District [*Elemental*], Cloudtown [*Inside Out*], Lumpy Space [*Adventure Time*], the Cloud Guys [*Trolls*], and the planets of the Realm of Azyr [*Sigmar*]. The clouds here can be a combination of holograms and fog machines like the ones used around the Hotel Chinzanso Tokyo; the story, however, is that air is unhelpfully turning into wool thanks to a "temporary malfunction" in physics that will soon be resolved. At the center of this park are the Epicon skyscrapers from NEOM Magna. The main retail and other infrastructure are inside the Bespin Cloud City [*Empire Strikes Back*] and the Jetsons buildings, which appear to sit far above the ground, possibly over a scale model of older, less futuristic buildings to create the illusion of distance. Somewhere on the coast we can use the Cuntan International Cruise Center and Quzhou Sports Park by MAD Architects.

We should definitely use the scrapped plans for the "Astrarium" Star Trek theme park in Jordan; the "Communiverse" from Pixar's *Elio*; the Ōma cinema planned for Paris, France; the aborted "Fantastic Tales/Alien Taxi/Super Car" plans from HotGo Dreamworld; the W Hotel in Changsha (Hunan, China); the Kyuusaan restaurant (Chengdu, China) by PIG Design; the "Pizza Planet" restaurant from *Toy Story*; hobby shop models of NASA vehicles; Robert McCall's art (esp. *Prologue*, *Megapolis*, and *Metropolis 2050*). We have the option of adding the Space 220 restaurant from Epcot; elements from Tomorrowland in Tokyo Disneyland; Leaping Creative's HAPPYLAND flagship in Qingdao and Bosie flagship in Shanghai; the Cloud DCS headquarters by Arboit Limited (Guangzhou, China); the USS Enterprise in the form of the NetDragon Websoft headquarters (Fujian, China) and the abandoned USS Franklin [*Star Trek Beyond*]; and HOK's design for the Berkley Space Center in the NASA Research Park in Silicon Valley, California. Games similar to Beat Saber would work here in holographic form, encouraging exercise without desensitizing players to violence as most first-person-shooter games do.

I want the Cloudscape Library by MAD Architects (Haikou, Hainan, China). Starting out it will hold my personal collection of books, magazines, comics, movies, etc., collected from this simulation, to use as inspirational material. It used to be called the Wormhole Library, so it may equate to Nim Galuu's library [*Epic* 2013]. I also want the original MAD Architects design for the Lucas Museum in Chicago (available only at pinsupinsheji.com/h-nd-1966.html) to hold items related to the history of the two simulations. This includes the small star destroyer, TIE fighter, X-Wing fighter, and AT-AT walker shown in the renders as sitting around the corners of the parking lot.

PLANT WORLD

This park is based on the Plant Elementals (**Dhara** ["earth"]). The motif here is based on Central and South American native cultures and Polynesia. It equates to Ba Sing Se in *The Last Airbender* and the lush foliage of Ghyran [*Sigmar*]. I think we should include:

- Rootie's tiki bar [*Luck* 2022]; the art of Josh Agle
- the Chablé Yucatan hotels from Chocholá, Mexico; the Cocoon Hotel (Tulum) by DNA Barcelona
- Thilina Liyanage's woven animal-shaped pavilions
- the "Terra District" [*Elemental*]
- Elanan and Jaumur from NEOM Magna, plus the "NEOM Jungle Club" proposal by Foster & Partners and the "Artificial Forest in NEOM" art by Yasaman Orouji (the "Rainforest District" bat house in *Zootopia*)
- the Classical Trolls, in the flower-shaped Classical Crest from *TrollsTopia* and/or the Machu Picchu setting from the *Trolls World Tour* concept art

All flower-shaped buildings can go here: the Singapore Botanical Garden Supertrees; Wujin Lotus Conference Center (Changzhou, China); Lotus Temple (Delhi, India); Rose Pavilion (Vasily Klyukin concept); Lotus by the Xiangjiang River by Line+ Studio (Changsha, China); Hanoi Lotus (Decibel Architecture concept). If there is a region in this park with the terraced fields from Bali, we can use the W Hotel from Seminyak; the MNC Bali Resort (esp. the Trump Residences); and the bird-owned bed & breakfast from "*The Beachbuds*" cartoon. There are also the Hong Kong Dragonfly bar, several Six Senses hotels, and the Mysterious Rainforest Kingdom by EDSA (Sanya, China) that could all work here.

The Amikoo theme park plans from Riviera Maya, Damas Nawanda's concept for Eldorado, and elements from Jora Vision's Inka Park (Paracas, Peru) stand in for the Yavin forest temple used as Leia's base in *A New Hope*. We then add athletic challenges similar to *Jumanji: Welcome to the Jungle* and the Indiana Jones Adventure from Tokyo DisneySea. The narrative here is that the "crime boss skunk" Pepe le Pew, kicked out of his former home for bad behavior, unwisely invested all his money in this property without asking for advice first, and without asking nearly enough questions of the evil gecko who previously owned it; so Pepe now tries to find the artifacts and treasures hidden here by the "ancient ones." Lone holographic explorers can be seen trespassing to find them first, blowing off the warnings from signs and villagers about the acid pools that grab people [*Caravan of Courage*], booby-trapped tombs, etc. The explorers almost immediately fall into said traps. Visitors, on the other hand, still have to deal with evil animated plants that steal lunches [*Legends of Tomorrow* S4E3], trees that maliciously uproot themselves in the night and change places to create new trails [*Battletome: Hedonites of Slaanesh*, p. 12-13], and other non-lethal threats. They can also stay in the "glamping" areas from Jeju, South Korea (including the Ecohill, Starlight, Shilla Cabanas, and Z_lab's "Around Follie" project).

On the shore are Moana's coconut pirates, the Kakamora, to greet visitors. The 'nature goddess' sculpture shown in Artur Rosa's *Fallen Ballerina* should be placed off the coast by the entrance to MAGIC WORLD, with its right hand in the air as a lookout area [*Adventure Time* S5E22; end of *Moana*; *The Eternals*; *The Sandman* #10]. The landscapes and characters from *WondLa* would work here, since the 'Source of Orbona' [S2E7] is the 'Heart of Te Fiti' from *Moana*. The giant moths should be nicer, like the Moon Moths [*Man in the Moon*, W. Joyce; *Doctor Dolittle* 1967].

MAGIC WORLD

This park is based on the Star Elementals (**Dhruva** ["stars"]). The whole park is controlled by the holographic projection drones used by Mysterio [*Spider-Man: Far From Home*]. This park represents the power to Change the Universe through Imagination. Visitors can interact directly with elements of the park through an Augmented Reality computerized "magic" interface that creates and changes holographic images around the visitor in response to their gestures and commands. Like the Cobolorum game [*Doctor Strange* 6 #13-14 vs #18], this area has been repurposed for the creation and display of artwork and no longer has any significant combat or legalistic elements.

The holographic projectors here are used to display 2D and 3D art, creating light effects at night similar to Noor Riyadh, and taking the place of trees in the landscape design wherever possible. The newest art is shown at the entrances to catch people's attention as they come in. New art can be uploaded from the imagination library and converted to 3D, or "painted" on the spot with an upgraded Tiltbrush tool. Tiltbrush is no longer being developed by Google; instead it is now the open-sourced app Open Brush. This area should center on the Spark X plaza (representing the "spark of creativity") that 100 Architects designed for Sharjah, UAE. The park may have become Morgan le Fay's constantly-shifting Weirdworld [see *Thors* Vol 1 #1].

The park is divided into several smaller areas, arranged in a star pattern, and corresponding loosely to the five elements in Mysterio's holograms. Each subdivision of the park also loosely equates to one of the planes from *Magic the Gathering*, which are divided by partitions, onto which we can project additional art, including artwork from the game, as a false horizon. Arched openings through the partitions are ringed with neon or LED lights because they are supposedly portals between dimensions. The five areas are:

- RAVNICA — The Wizarding World from Universal Epic Universe (Orlando, FL). The landscape is made of a layer of holographic blocks which can be temporarily rearranged by visitors into the design they choose (as in *A Minecraft Movie*), using a holographic "map table" interface (like the one from *The Super Mario Movie*). For this reason Hogwarts becomes the castle of Neverwinter where the High Sun Games are held in an arena made of movable blocks [*Dungeons & Dragons* 2023). Somewhere nearby is the Norlana resort from NEOM Magna.
- AVISHKAR — The Kaladesh science fair [*MTG*], part of which may be the Celestial Park from Universal.
- BLOOMBURROW — While traditionally most of the Planeswalkers are human (except for Ajani), the *Bloomburrow* series shows what the mascots would look like as players. In the game, humans who visit the plane are said to be automatically disguised as mascots, which presumably refers to porting into avatars in a game that evolved into the death trap for me and Caitlyn. In the current plan, people enter the parks in their real bodies and any effects are holographic. The illusory Elementals fought by Mysterio are here called Calamity Beasts; these have also been discarded. The Forest of Iron is presumably the Ironwood Forest [*Gylfaginning* 12] somewhere in "Zamballa" [*W.I.T.C.H.* S2E16]; these trees are made of metal, but I don't know if they're intended to be sculptures or standard aluminum Christmas trees.
- ZENDIKAR — The Omatikaya environment from *Avatar* (as shown in the Pandora ride in Disney's Animal Kingdom in Florida and the Avatar Experience area planned for Disney California

Adventure) stands in for the jungles and bizarre floating rocks of this plane. The creatures from the *Avatar* film are background characters and are no longer something that the player must tame or destroy.
- AMONKHET — A desert landscape seemingly made of fabric [*Trolls World Tour*]. The Country Trolls live here in a cactus town (similar to the Cactus City art by Isra Carrion). The main pyramid on this plane is the one from Katy Perry's "Dark Horse" video. The huge animal-headed gods of Amonkhet can wander around as holograms if desired. Caitlyn wants a campground (like Capitol Reef Resort in Torrey, Utah or the Westgate River Ranch Resort in Florida) made of scaled-up plastic toy stagecoaches (Playmobil, Franklin Mint, or Ideal Fix-It). There are hiking and mountain biking trails in this area.

FOOD WORLD

This park is based on the Food Elementals (**Soma** ["food"]). It is made of foam, rubber, and other soft materials because this is where most vehicle-related attractions will be placed, and we need as few injuries as possible. Consequently this becomes the Realm of Chamon [*Sigmar*] where exotic vehicles are made, including the Kharadron aerial fleet. The largest project is the Crash Bandicoot track, using the best of the 40 tracks from *Crash Team Racing Nitro-Fueled*. These sections are laid out on a meandering path around the park so that they connect with the other areas via off-ramps:

- Roo's Tubes is a clear tunnel under the water, possibly to the Sindalah resort from NEOM, designed for people to park their superyachts.
- Coco Park may lead into Super Nintendo World from Universal Epic Universe; parts of the actual Mushroom Kingdom and Bowser's Castle from *The Super Mario Bros. Movie*; and a smaller set of tracks such as Sweet Sweet Canyon and Cheese Land from *Mario Kart 8*.
- Dingo Canyon leads into the rest of Cars Land from Disney California Adventure (or the actual Radiator Springs from the *Cars* franchise).
- The Dragon Mines holds Smaug, sitting on a pile of money and glaring at passersby. Above him is something similar to the Alisher Navoi International Scientific Research Centre, in New Tashkent, Uzbekistan (by Zaha Hadid), with elements added from the Canto Bight Casino [*The Last Jedi*], Slug Lord's casino in Las Fungus [*I Hate Fairyland* 2015 #1], and McQuarrie's concept art of Jabba's Palace (which was based on the mushrooms in *Alice in Wonderland*). The casino's owner is Cordyceps Jones, the ruthless fungal lord of Gameworld who appears to be inhabiting someone else's skeletal remains [*X-Men* Vol. 6 #1, *Rocket* #4]. Food has started to come alive, so eating is now considered murder, causing an economic panic. Casino patrons include the "crime boss frog" who is considering buying up the world's water before it too runs out; the Rat Pack; the Lemming bankers from *Zootopia* gambling away clients' deposits; and Scrooge McDuck being asked by staff to stop smoking (he refuses, and tries to buy the casino instead). Since pulling any of the money out from under Smaug is out of the question, patrons are forced to use mushrooms, plastic chips, and other worthless items as substitutes. (As a result, no actual money is spent in any of the games.) This may be the Palace of Illusions in the Khandava ("Candy") Forest [*Bhagavata Purana* 1:15:8], which like the Westgate casino in Las Vegas [*Diamonds are Forever*] has fish under the floor.
- Hot Air Skyway is probably the Kharadron Sky-port, which somehow appears to be in the air. Quadcopters and gliders could land here before going back down to the airport on the surface,

for which I favor the TWA Hotel (in Queens, NY) and Joe Mortell's "FENTY Airport" beauty store design as the main buildings, plus the Amaala Airport if we need a building that large. Outside are Lockheed Constellations and Starliners and a few other vintage planes repurposed as theaters and lounges.

- N. Gin Labs has been taken over by the escaped mushroom-infected Cy-Bug cockroaches [*Wreck-It Ralph*], who have come to eat all the huge food; they are held off by Sergeant Calhoun and cartoon cat Oggy, armed with laser fly-swatters [*Oggy and the Cockroaches* 2013]. These seem to be the Vrellnexians [*Agents of SHIELD* S5E8], the Outriders [*Infinity War*], the Shadow Monsters [*Thor: Ragnarok*], and the Fearlings [*Nicholas St. North*, W. Joyce], none of whom are suitable for the aesthetic of this area.
- Electron Avenue is the bridge leading to Vacay Island [*Trolls Band Together*], as demonstrated by the 'synthwave' sunset background. Even the water is made of harmless soft plastic, and there appear to be huge ride-on flamingos. It is basically Priyanka Chopra's "In My City" video.
- Nina's Nightmare and Gingerbread Joyride lead into the Holiday Towns [*Nightmare Before Christmas*] for Halloween and Christmas. These towns appear to be inside of pocket dimensions accessed through fake trees. There are also said to be towns for Valentine's Day, Saint Patrick's Day, Easter, Independence Day, and Thanksgiving. These would probably all contain shops for the associated decorations and food. Easter Island is both the Candy Factory from *Hop* 2011 and Bunnymund's Warren from *Rise of the Guardians*. A Halloween town would need elements from *Goosebumps* 2015, including the evil Gummy Bears. The Christmas town can be supplemented with Whoville [*The Grinch* 2018], with Diane Dempsey's retro Christmas cards and decorations from Target and Crate & Barrel made huge and set up behind it as a backdrop.
- Drive-Thru Danger has fog machines and green backlighting to resemble cartoon toxic fumes; there is a fast-food restaurant here named Toxic Burger.

We should pull the entire landscape of Sugar Rush as shown in the rendered aerial view by Mike Gabriel [*Art of Wreck-It Ralph*, p. 88], but "Mount Fudgesuvius" will have to be smaller. This island has its own kart tracks around a village made to look like candy, plus a smaller island made of ice cream [also seen in *Untold Tales of I Hate Fairyland* 2017 #1] that can potentially be replaced with the nicer Sweet Destination park from Pattaya, Thailand. This area is the Candy Kingdom in *Adventure Time*. Full-size plastic or holographic models of Carl Warner's foodscape art can serve as the surrounding landscape so that everything as far as the horizon appears to be food. We also have as options: the environment in the Candy Crush scene from the *Emoji Movie*; Willy Wonka's chocolate factory from the ServiceNow commercials (designed by BBDO San Francisco) which is better than the one from the movie; the "Toothsome Chocolate Emporium" from Universal Orlando, or alternatively the Cacau Park planned for Itu, Brazil; and select scenery and characters from the two *Cloudy with a Chance of Meatballs* movies (but more in the style of the concept art by Joey Chou).

Caitlyn has suggested creating a "transportation park" for every family's motorhomes and Airstream trailers. This approximately 1 mile x 1 mile space would be a vehicle storage area for each 10 person family to be used immediately to hold the small boats, jeeps, trucks, cars, bikes, etc. In the central open space we could install the LAX Theme Building and a small airport terminal with jetways leading to Qantas A380 aircraft (with original "lie-flat" seats) and cargo 747s converted into additional theaters and lounges (similar to Ryan Reynolds' hideout in *6 Underground*, but fancier). We could add a few military vehicles, train cars, model spaceships, and vintage cars. A cruise ship could be refitted with the interiors from the "Jinling Kindergarten Interior Renovation Design" by Wujiasanjian Studio,

and placed in the harbor as an arts/crafts studio with sewing machines, ceramics kilns, etc., available to everyone.

MAX'S FIRE WORLD

This park is based on the Fire Elementals (**Anala** ["fire"]). Everything here looks like it was torched at some point, and some things still have little holographic flames or smoke plumes emanating from them. It equates to the Fire Nation in *The Last Airbender*, the Fire Kingdom in *Adventure Time*, the Mangkwan territory from *Avatar 3*, and the fire realm of Aqshy [*Sigmar*]. I want the complete Firetown from *Elemental*, including the facades for Match Books, the Smoke Shop laundromat, and the Fireplace cafe, as the main urban area here. The hotels here are the Leyja project from NEOM Magna; the Hard Rock Hotel in Madrid, Spain; and the W Hotel in Xiamen (Fujian, China) with the faux flames shown in the rendering of the HEAT bar. The Hard Rock Trolls have one of the volcanoes behind Firetown as their stage [*Trolls World Tour*].

The off-road driving area combines the environments from the *Mad Max* movies; Slaughter Race [*Ralph Breaks the Internet*]; the Last Exit food truck park in Dubai; Steam Town from Six Flags Qiddiya City; the Road Rage ride from the Trans Studio park in Denpasar, Bali, including the vehicles; the G-Dragon Cafe from Shinhwa; the Jawa "bird" village [*Twig* #2 by Skottie Young]; the Animal Mechs designed by Evan Palmer; the retro vehicles done by Jomar Machado; the Space Cat planet and troop transport from the *Sponge On The Run* concept art; Pandora [*Borderlands* 2024]; and "Apocalypseburg" [*Lego Movie 2*]. This area equates to the Badlands/Box Kingdom [*Adventure Time*] where cats live, and the Badlands/Klugetown [shown on the *My Little Pony: Friendship is Magic* map] where the Abyssinian cats live. Here we should put a statue of Captain Americat [similar to *Ultimate Spider-Man* S3E10].

Somewhere off the coast is the Saudi Vision theme park called "The Rig," made to look like four converted oil rigs, with red lighting under the seawater so it looks like lava. These are the "giants" laying in the red water in the Circle of Gluttony and holding up the tables and visitors [*Battletome*, p. 12-13]; it is also the Klegger Corp Mining Facility on Mustafar [*Revenge of the Sith*]. The story goes that fire isn't as hot as it used to be, leaving stagnant lava-like pools of it on the ground. The locals can eat decently as soon as the "crime boss goat" has solved the energy crisis with his new drilling platform, which he believes can reach fire still warm enough to cook things. Until then, vendors offer piles of "raw food" (sushi). One of the venues should take style elements from the RED Sushi restaurant in Las Vegas (129 E Fremont St Main Floor) and the Zen Sushi restaurant in Rome, Italy (Via degli Scipioni 243) designed by Carlo Berarducci.

CRYSTAL WORLD

This park is based on the Crystal Elementals (**Prabhasa** ["stone sky"]) and minerals in general. At the center is Mount Rageous [*Trolls Band Together*] with the 'gravity defying' Harley Quinn Highway [HQ S1E11] connecting the crystalline towers. Inside the mountain is the Arcadia Trollmarket from *Trollhunters*; the interior has a similar basic structure to the original Horton Plaza shopping center (1990s San Diego), but the facades of the stores must use the design from the show, especially

Geoffroy Thoorens' artwork. The inventory of Fire Mountain Gems could go here. The shorter peaks of the mountain range can be sized-up amethyst geodes from Quartzsite or elsewhere, creating the Amethyst Dolmens of Sigmar's Realm of Shyish [*Soulbound: Core Rulebook*, p. 270-71]. The upside-down Black Pyramid of Nagash in this realm is the Shushah resort in NEOM. Other crystal-related projects include: the lobby of the Crystal Tower Hotel [*Sing 2*]; Fernando Acosta's concept art of Aakon cut from *Guardians of the Galaxy Vol 2*; the geode AI art we have pulled from the Internet; the gem mines from Busan Lotte World's Magic Forest ride; the crystal caves and foxes of Crait [*The Last Jedi*]; the Crystal Cave of Ilum [*Star Wars: Clone Wars* Chapter 14]; and the Hidden World [*How to Train Your Dragon 3*]. A dark ride through an Old West-style abandoned mine inhabited by a lone jackalope might be cool.

Metal objects, so the story goes, can now move of their own volition, turning machines into robots. The good Autobots (who are loosely based on real car and truck designs, but can reconstruct themselves into a humanoid shape to fight evil) are trying to defeat the evil appliances from *G-Force* and *Revenge of the Fallen*, and Professor Zündapp and his Lemons [*Cars 2*]. This area could incorporate elements of the Gyeongnam Masan Robot Land from Incheon, South Korea; the *Pacific Rim: Reloaded* ride from Trans Studio Cibubur; and the Transformers attraction from the Saudi Entertainment Ventures entertainment complex in Al Hamra. We can take as many Hasbro *Transformers* toys as we want and size them up as the scenery, adding a few walking holographic versions of the Jaegers and Autobots.

There are no *My Little Pony* theme parks as such anywhere; instead we want to create physical models of the Zephyr Heights shopping area, Bridlewood tea/picnic area, and Maretime Bay seaside town [*My Little Pony: Make Your Mark*], and the Crystal Empire [first seen in *Friendship is Magic* S3E1]. We should also take the colossal statues outside Harmonytown and the heart-shaped lake behind it [from the *Lego Movie 2* concept art by Tobi Trebeljahr and Elise Hathaway] and add these around Maretime Bay. Hathaway's art for Balthazar's spa Planet Sparkles seemingly uses the Hainan Science and Technology Museum by MAD Architects as the lobby, and the Ego Hair Salon in Beijing by IS Architecture as the interior. Paul Sullivan's concept art named it the Shambhala Spa and showed it made entirely of crystal. "Real" spas with a similar theme include the Reflections Spa, Crystal Springs Resort (Hamburg, NJ); the Wellness & Spa Hotel Lone (Rovinj, Croatia); the Kurspa at Sparkling Hill Resort, (Vernon, B.C., Canada); Hotel Kempinski Grand Arena (Bansko, Bulgaria). The Legos used in these buildings can be made of a translucent crystalline material instead of the standard ABS plastic. The Sunac Meishan Lego Park by CLOU (located in Sichuan, China) can go here if it doesn't fit better anywhere else. We can also use the artwork of the unicorn's Dream Productions movie studio [as seen in *Inside Out* and the *Dream Productions* miniseries]. Kali's City of the Philosopher's Stone has its own heart-shaped lake ["moat of love" — see *Brahmanda Purana* 4:35:61]; the city is also Lilith's Zmargad and Qareena's Jabalsa from Middle Eastern folklore.

WATER WORLD

This park is based on the Water Elementals (**Apa** ["water"]). The pirate games are centered here, with teams of players attempting to board or soak each others' boats and take possession of one or more relics (ex: the cursed Treasure of Cortés, the heart of Davy Jones, etc). We need the Mysterious Island (possibly refinishing this to look more like the concept art) and Mermaid Lagoon from Tokyo DisneySea,

the Pirates of the Caribbean ride (from Disneyland Paris or Tokyo, or Disney World), and the HotGo Dreamworld's Adventure Tales ride for this, along with the Water District in *Elemental*.

The Aquellum project from NEOM Magna is a subterranean community hidden in a 1,500' tall mountain, with a floating marina resembling a hole in the water. This area was dramatized in their media as the Bermuda Triangle [esp. in *Hotel Transylvania 3*], the "Caldera" [*How to Train Your Dragon: The Hidden World*], Shipwreck Cove [*POTC: At World's End*], and Misthavn, a floating port city for scoundrels and smugglers that can be moved as needed around Sigmar's Realm of Ulgu [*Soulbound*, p. 183]. It also probably equates to Meropis, an area apparently west of the Atlantic Ocean where people age in reverse [*Varia Historia*, Aelian, 3:18] thanks to a Fountain of Youth [Herodotus 3:23; *Metamorphoses* 1:760] supposedly searched for in Florida by Ponce de Leon.

I am placing the InterContinental Shimao Wonderland quarry hotel from Shanghai (31°3′37″N 121°8′58″E) here, because the architecture is good, provided that we can create a landmass thick enough for it, as the plans call for it to be hidden in a 290' deep pit. (This was degraded into the Pau Sinkhole in *Revenge of the Sith*; Sang Jun Lee's concept art shows that the residents are lemurs.) The Madagascar Circus from the remains of sunken Lemuria may be as well; we can use the Dubai Motiongate Madagascar attraction and the planned Madagascar dark ride from Universal Studios Singapore, as well as scenery and boats from the closed Crate Adventure ride in that park.

Other projects that would fit well here: the Techno Trolls underwater concert [*Trolls World Tour*]; the Huvafen Fushi underwater spa (North Malé Atoll, Maldives); the Nha Trang Vega Beach Club by NDA Group; the Haichang Ocean Park; Maldives glamping bungalows (especially the W and J.W. Marriott hotels) and similar hotels in Bora Bora (such as the St. Regis); and the stunning Metkayina environment on Pandora [*Avatar: The Way of Water*]. Any waterparks we install here should probably have Haystack Dryers so people can dry off before they go home.

LIGHT WORLD

This park is the only completely calm and quiet park among the nine. It is based on healing light (**Pratyusha** ["sun"] which keeps vital organs functioning), referenced as the endless light of Hysh [*Sigmar*] and the Great Before where souls live [*Soul* 2020]. The most important infrastructure here is the various venues for light therapy rooms, which might include the Yuba/Yula Island project from NEOM (only the proposal by Caprini Pellerin will work, regardless of whether it "wins" the competition) and UNStudio's redesign for Hague's Red Light District. Other spas that would be useful here include: the Zen Spa from Bungalows Key Largo (Florida); the Naman Retreat Pure Spa (Da Nang, Vietnam); the Sanctuary Tunnel Garden by RAD+ar (Cigombong, Indonesia); and the Windhover Contemplative Center (Stanford, San Francisco). The landscape here is an abstract dreamscape such as those designed by Paul Milinski, Jenny Jiang, and Hayao Miyazaki, with some areas set aside for Zen gardens and the best display gardens, such as Butchart Gardens (supposedly in Brentwood Bay, British Columbia).

Around the perimeter of the park is a continuous strip of empty beach; compare Slaanesh's Circle of Indolency [*Battletome*, p. 12-13], Jemison [*Starfield*], Scarif [*Rogue One*], Theona [*Endless Space 2*]. We might use the black pebbles from Shelter Cove, CA instead of normal sand, which is harder to

remove from clothes and less comfortable to sit on. Or else whatever material the Island of the Sleepy Sands [*Sandman* by W. Joyce] and the Astral Plane [*Soul* 2020] are made out of.

This park may contain the Funk Trolls' flying city [*Trolls: World Tour* concept art, esp. Avner Geller] with its Hall of Records, usually the name of an etheric repository of all thoughts. It seems to be the Cathar "Manisola" which was simultaneously a spaceship and a ritual for liberating the soul [*Arktos*, J. Godwin, p. 65]. It may also be the "Psycho-Zeppelin of the Freaky Doktor Zee" [*Doctor Strange* Vol 6 #1]. This may be an awkward description of the Imagination Library, since the actual memory library run by the Tooth Fairies is inside a mountain [*Toothiana* by W. Joyce].

OTHER PROJECTS BY CATEGORY

IMPROVEMENT

Portions of the “Mohammed Bin Salman Nonprofit City” or “Misk City” planned for Riyadh, Saudi Arabia, might be useful for our continued invention and innovation as we make improvements on our current products and develop new ones. But we won’t need it to house 19,500 people so it can be trimmed down. The ILMI Science Discovery & Innovation Center was turned into the Astana Expo sphere “Nur Alem” in Kazakhstan (and probably Spaceship Earth in Epcot, Disney World). We also like the Epcot Pavilions; the Riyadh Global Sports Tower/Sports Boulevard; the Porsche Experience Center (New Avengers/Phoenix Foundation) in Atlanta, GA; the PortAventura World theme park in Catalonia, Spain; the Pacific Design Center (said to be in West Hollywood, CA); the Happy Meal city from the McDonald’s commercials; the Siranna and Utamo projects from NEOM Magna; and the Dewan Architects-designed Grand Mosque in Astana.

If the Misk City design doesn’t already have facilities for these purposes, we might want: the National Centre for the Performing Arts (Beijing, China); the Dubai Urban Tech District designed by URB; Merck Group’s M Lab Collaboration Centers, especially the one at the MilliporeSigma offices in Burlington, Massachusetts; the Merck Life Science Advanced Research Center and Innovation Center in Darmstadt, Germany, both designed by HENN; the Merck Research Laboratories (213 E Grand Ave., South San Francisco, CA); Chengdu Science City (OMA) and Chengdu Sky Valley (MVRDV), both planned for China; Johns Hopkins University Applied Physics Laboratory, Building 201, from Silver Spring, Maryland; Washkewicz College of Engineering from Cleveland, Ohio (HED + CBLH Design); Manufacturing Technology and Engineering Center from Chicago, Illinois (by JGMA); Harvard University Science and Engineering Complex from Boston, Massachusetts (by Behnisch Architekten); the IST Chemistry Lab (Klosterneuburg, Austria) by Franz&Sue Architects; the rejected Schmidt Hammer Lassen design for the Tencent Crystal City campus from Dachan Bay Terminal Qianhai (Shenzhen, China); and the University of Wisconsin-Milwaukee Chemistry Building.

Caitlyn prefers the Skane University Hospital Infectious Disease Center (Malmö, Sweden) and the Buerger Center (Philadelphia Children’s Hospital) as our main medical facilities. She would also like to repurpose the closed Star Wars: Galactic Starcruiser hotel (Epcot, FL) for EMTs and other emergency workers to stay while on duty.

RETAIL

We could create a patchwork cityscape using the part of Seattle around the Space Needle, the Shanghai Pudong skyline, Tokyo Ginza, the London shopping district, and a section of Manhattan centered on Fifth Avenue; this creates a visual effect similar to when Vanellope enters the Web [*Ralph Breaks the Internet*]. The roads to these cityscapes all extend from the “Hub” designed by 100 Architects in El-Alamein, Egypt, as it has the same colors, floor design, and basic shape as the “Hub” where Vanellope initially lands. As in the film, storefronts appear to belong to eBay, YouTube, Facebook, Amazon, Google (“KnowsMore”), etc., using the concept art by Matthias Lechner and others. Robotic/holo Funkos (“Net Users”) and Pop-Ups could help people find their way around and find items in the stores, which hold samples of each item while your copy is ordered for you from the

counter and sent to your home. Smart mirrors (similar to the ones in Coty's Bourjois boutique in Paris, Neiman Marcus' store in San Francisco, the Wella and Amazon salons, and H&M's Cos store in Beverly Hills) and other augmented-reality devices allow visitors to try on makeup, clothing, and other items virtually and/or holographically.

We may want to use a retro steampunk/Art Deco version of the exteriors of the New York buildings (similar to the Rose Hill tower and Radiator Building) instead of the modern concrete/steel style. This would basically be Metropolis from DC Comics [the 3D model from *League of Super-Pets* plus comics like *Earth 2: Society* Vol 1 #18]. The MLA+ Qianhai Bay "UP" folded city [also seen in *Upside Down* 2012, *Doctor Strange*, *Unikitty!* S2E28, *Venom* Vol 4 #17, and *Inception*] might be an interesting addition to a coastal area behind New York. In any case, there is a portal in Times Square [*Ghostbusters* 2016; *Avengers* 2012] leading into a sub-dome containing the Land of the Dead [*Coco* 2017], with the Marigold Bridges leading from Grand Central Station towards an Arts District where you can meet "dead artists" still working. Holo/bot versions of the glow-in-the-dark Alebrije animals can be seen walking on the cobblestone streets. Behind this area is a forced-perspective model or projected backdrop of the tower crane [concept art by Ernesto Nemesio] that continues to stack one layer of houses upon another to hold the combined "billions of dead" from the two simulations.

As in Big Market [*Valerian* 2017], Battleworld [*Punisher* Vol 8 12] and Coruscant [*Star Wars: The Clone Wars*], people can leave the main level and go underground into the "scary" Dark Web. As you enter, you pass the Daystrom Institute's Self-Aware Megalomaniacal Computer Storage facility, which offers rehabilitation to evil computers through talk therapy, gardening, and movie nights [*Star Trek: Lower Decks* S3E7]. Beyond this point, everything is dimly-lit and painted in grayscale, except for a few neon signs and other key items highlighted in primary colors, because this is an earlier period of history, "before colors were in widespread use." (See the "Black, White and Red" comic runs, *Sky Captain* 2004, *Sin City*, and the Captain Proton holodeck game in *Star Trek: Voyager* S5E1 as reference.) The streets are reminiscent of *Maltese Falcon* and other noir movies, with a statue of Felix here as Turbocat [from *StarDog* 2019] in costume as the masked Protector of the Night. Holo/bot Funko Pops furtively walk past in black hoodies.

- One of the streets has shops similar to the Kowloon underground market from the 1980s; some of them have real merchandise, such as the AIRMIX Lifestyle Concept Store (in Xi'an, China), but others are just for fun, such as Double Dan's virus laboratory (compare Nuvo Vindi's lab in *Clone Wars S1E17* and Nurgle's experiments). If the Cy-Bug viruses escaped from this lab, it would equate this area with the always-dark Hero's Duty. A vanload of "Hazmat Bunnies" [*Luck* 2022] might periodically show up to round them up.
- Another street is for nightlife: the GRNDCNTRL bar by PIG Design (Xintiandi, Shanghai, China); the Bar Rouge (Bund, Shanghai), including the roof terrace designed by 100 Architects; possibly the Moulin Rouge; and the Pirate Bar with the Trojan Horse bartender and additional viruses [*Emoji Movie*] who have presumably escaped from the lab. This area equates to L'Enfer [*Grandville* comics] and probably Lux [*Lucifer*].
- The always-dark TRON Grid, including Tron City Game Arena and Flynn's Safehouse [*Tron: Legacy*], Argon Park [*Tron Uprising*; nearly identical with the Sovereign Power Station in *Guardians of the Galaxy Vol. 2*], and the Tron Lightcycle Power Run (Disneyland) could work here, or in a connected sub-dome. Its DC Comics equivalent is the Gamelands [*Shazam!* Vol 3 #2].

Other notable retail projects include: the closed Barbie Store in Shanghai (by Slade Architecture); The Sterling Building renderings (Miami); the Miami Design Center; Tiffany's Blue Box cafes and window displays; the Louis Vuitton restaurant (Osaka); Vasily Klyukin's "Little Black Dress" tower; the Haute Patisserie at Marchesi 1824 (Milan); and the Leaping Creative store projects for skincare and fashion companies.

As a final note: the lynxes' "Oxagon" masterplan in NEOM is completely redundant as we already have the manufacturing and storage solutions that we need for all of our new products.

WINTER

Everything here has to be kept cold, whether it all goes in one dome or it gets split up into various boxes. We could use all or part of NEOM's Trojena project; the Azuridge Estate Hotel (Alberta, Canada); the Harbin Ice Festival (including the proposed Legacy Entertainment redesign as three large igloos); the Shenzhen Maritime Museum (preferably the rejected OPEN design); the W Hotels in Verbier and Aspen; the Club Med Les Arcs Panorama Hotel in the French Alps, and the rejected Club Med design by 100 Architects; the 7132 Hotel in Vals, Switzerland; the Unlimited Snow ski parks (esp. Snow Park Oman, "Miko's World" art); the Tianjin Indoor Snow Park & Sanya Bay "Iceland" (both by NDA Group); the Wintastar Shanghai faux-glacier indoor ski resort (as designed by Mercurio Design Lab, rather than the current design now called "L+SNOW"); the Land of the Northern Lights from CITIC Kaisa Golden Bay park (Shenzhen, China); the Chimelong Ocean Kingdom and Penguin Hotel; and the original Asymptote design for the Changsha Eco Tech City "Crystal World Resort."

There is cross-country skiing, a lake for kayaking/canoeing, snowshoe trails. Cabins are dotted throughout with Peter Pichler's ski lodge buildings. Caitlyn wants a "glass igloo" campground based on one or more of the following: Lyngen North and Kakslauttanen Arctic Resort in Norway; Borealis Basecamp in Alaska; or Wilderness Hotel Inari and Levin Iglut in Finland.

More whimsical areas include: Tundratown [*Zootopia*], including the scrapped Koslov's Palace; the onion dome buildings from Moscow and St. Petersburg, Russia; the North Wind Headquarters [*Penguins of Madagascar* movie + concept art]; the surface world of the *Ice Age* franchise; the planned Valhalla/Fullerö Park from Uppsala, Sweden; Elsa's Castle [*Frozen*]; Penguin's Art Deco-themed Iceberg Lounge [*Red Hood: Outlaw* #32]; and Hoth [*The Empire Strikes Back* concept art by Ralph McQuarrie]. The "Matterhorn Bobsleds" ride from Disneyland goes here inside a ski mountain, only the Abominable Snowman can be replaced with the "giant ogre" from the Dream Boats flume ride in the "Fairy Trail" zone of Lotte World (South Korea). Part of the area can be Christmas themed, with a forest of vintage aluminium trees.

SUMMER

Caitlyn is fond of AlUla (Saudi Arabia), which as shown on the Web is about 15 x 25 miles, and includes: the Shaden Resort; the Habitas caravan resort; the Banyan Tree resort (by AW2); the Azulik Villas (by Eduardo Roth); the Alfa Lounge; the Al Nakheel Cafe; the Old Town and Dadan districts; the Nabataean theater; Jabal Ikmah; the Cultural Oasis; the historic Hegra ruins; the Maraya concert house and Chedi Hegra hotel (both by Giò Forma Studio); the "Residence" proposal (by Emre Arolat); the unnamed Studio Milou project; the AlUla Dune Hotel proposal (by Kuoo Tamizo); the Oasis View

rentals (by Elie Metni); the Marriott Numaj hotel; the Valley of the Arts, including the Wadi AlFann exhibition (by James Turrell); Film AlUla; the Visitor Center (by KWY.studio); the Janu hotel (an Aman franchise) in Sharaan; Jean Nouvel's planned Sharaan Nature Resort; and the tram. Some of the sand dunes can be used for off-road vehicles.

However, we also need parts of Wadi Rum (Jordan), including the interior of the W Hotel in Amman, the Bubble Luxhotel, and the planned Wadi Resort by Oppenheim Architecture. We may want some version of the Al-Khazneh facade from Petra (called "Erebor" in *The Hobbit* films) and the canyon leading up to it (as shown in *Indiana Jones 3*) as the entrance to the W Amman. Oppenheim also designed the Desert Rock Resort in Saudi Arabia, which is essentially the same as Scott Watanabe's Canyonlands design for Sahara Square [*Zootopia*]; Caitlyn wants to replicate the Palm Tree Hotel from the same part of the movie. She might want to add a cactus-shaped cooking school/cooking show film studio similar to the Minister of Municipal Affairs & Agriculture Building (Doha, Qatar) designed by Aesthetics Architects Go Group.

We should pull the Xaynor beach club from NEOM Magna as the center of a caveman-themed area, using the Flintstones attractions from Bedrock City (South Dakota) and Warner Yas, and the concept art, environments and creatures from the two *Croods* films, including their shell house. The actual caves can be set up as glamping sites. Nearby is a dinosaur-themed area, using the Jurassic World ride from Universal Studios Orlando and the Lost World Zone of Universal Studios Singapore; the actual Isla Nublar from the movies; the prehistoric area of Paramount's stalled London Resort; and the planned HotGo Dreamworld Lost World Safari ride. We can also use art from Geotopia [*Ice Age: Collision Course*], Crash and Eddie's Clubhouse [*Adventures of Buck Wild*], and Buck's Lost World [*Ice Age: Dawn of the Dinosaurs*]. People can camp inside plastic or concrete dinosaurs like the ones in Cabazon. Travel through the area can be done on a Pteranodon zipline or saddled robotic sauropods [*Dinotopia*], or by "time-travelling train" [*Dinosaur Train*].

AGRICULTURE

We had the idea that this area should be shaped like a ram's head, with water channels cut out of certain parts for boat rides, so it looks similar to the map of the 'It's a Small World' ride from Disneyland. Around the edges we can set up the Anti-Reality dreamscape cabins (making sure that they are properly supported underneath). Inland are 130 "Hobbit houses" (like the ones in Matamata, New Zealand) where families can stay while do their gardening. Inside the hollow landmass we have a nocturnal enchanted forest environment comprised of Smurfy Grove and Forbidden Forest [*Smurfs: The Lost Village*] using the mushroom houses from Dubai Motiongate; trolls, dwarves, fairies, and elves from Tolkien and similar fantasy art; the glowworms from *Sahara* (2017); some of the Dale Chihuly glasswork; the Everglades boat ride from *Moon Over Miami*; the Grand Garden Pavilion and Magic Forest from Lotte World Adventure Busan; and the Mirrorcube Treehotels from Harads, Sweden. The sinking alligator house (by Cade Martin/Luminous Creative) can go here; it equates to the man-eating Pisachas living in Lake Satisaras [*Nilamata Purana*]. The Ban Gioc waterfall (from the Vietnam/China border) sits at the base of one of the ram's horns.

The Foshan Paradise Pavilion project (by Delugan Meissl) is my personal favorite greenhouse project. Here we can continue studying which plants are the best, how they can be improved, whether they are safe, and what beauty and health products we can make from them. Our custom shampoo and

skincare labs may go here; we need the technology from companies like Formulate Labs (1645 Headland Dr, Fenton, Missouri) and the Shiseido Beauty Diagnosis Lab in Yokohama City (Japan). The output of fresh herbs, fruit and vegetables from this dome can be increased by adding a pocket-dimension box or dome to each family's property with additional farming land inside it, and by using automated weeding, seeding, picking and packing systems. Vineyards from Napa, Sonoma, and Mendocino, CA, such as the Odette and Covert Estates by Signum Architecture, can be moved to these boxes as well if desired. Note the Dutch greenhouses designed by Van Der Hoeven for NEOM are said to use 1/30 as much water to grow tomatoes as the conventional farms here do, though we strongly doubt that they even have farms in this simulation.

For this area we will also need OMA's West Louisville Food Port planned for Kentucky; the Urban Park Food Court designed by Thilina Liyanage; and the Solar Trees Marketplace by Koichi Takada (Shanghai, China). Certain buildings from the China horticultural expos (esp. International Horticultural Exhibition 2024 Chengdu, Beijing Intl Hort Expo 2019 "butterfly" pavilion) would work well here. The Zardun safari resort from NEOM Magna might work here.

CLAM PROJECTS

This dome is dedicated to the freedom of healthy self-expression and catharsis. Before I settled on the Shambhala map for the theme park dome, I envisioned it as having islands shaped like a clam, snail, turtle, etc., laid out similarly to the map of this world, with zones for each of the 26 constitutional types where they can show what makes them comfortable and happy, and let other people understand their needs and concerns. Of course we may not be taking all 26 types with us depending on how things go with the migration process.

On the main island is New Murabba (by AtkinsRéalis) planned for Riyadh, Saudi Arabia. As shown, the island needs to be at least 8 square miles to accommodate everything, however we may not need all of the outer neighborhoods since the city is purportedly designed to hold 20.5 times our population. The inside of the cube is a dome embedded with holographic projectors that can simulate flying spaceships and dragons. These projectors may be what allows people to see Tomorrowland (from the 2015 film) without physically entering its dimension; this can show everyone what people are envisioning for the future in the clam's Imagination Library. At the center of the cube is a spiral-shaped tower that appears to be the central tower of Lunaria in *Over the Moon*. The rest of Lunaria (an animated version of the Chinese Lantern Festivals) is holographic because it disappears when the owner, the goddess Chang'e, becomes depressed. The Mukaab cube in the center shows up at the end of the Bible as the New Jerusalem, a huge cube-shaped perfect city with pearl gates that descends in one piece, presumably flattening whatever was there before.

The main theme on the other islands is an idealized version of Greece, with an emphasis on the artwork of Alexis Christodolou. For one of the islands we need the entire tourist village of Oia, Santorini. On other islands we can use the shell-shaped cabins from the Sheybarah and Shurayrah resorts in the Red Sea, but probably more spread out than shown in their plans so the area feels less crowded. These could be placed on top of underwater viewing areas looking out into a bioluminescent underwater revue based on the Brooklyn Bridge rap crabs [*Deep* 2017], Tamatoa [*Moana*] and the squids from Les Calmars [*Sing* 2016].

Other projects suited for this include: the Treyam resort from NEOM Magna; Gary's Snail World [*Sponge on the Run* concept art by Kristina Vardazaryan]; Vincent Callebaut (esp. the Nautilus Resort and King's Forest plans]; Luc Schuiten's artwork; Mul, home of the Pearls [*Valerian* 2017; especially the concept art by Marc Simonetti); the Koblevo shell house project by K&B Partners; Casa Caracol (Isla Mujeres, MX); The Shells Resort and Spa, JW Marriott and VinWonders (all Phu Quoc, Vietnam); the Sleeper House from Genesee, CO (or the "On The Rocks" version drawn by David Tajchman); The Turtle Island from *Strange World*; anything by Frank Gehry (Gary) that no one else needs, including the Caudalie spa at the Hotel Marqués de Riscal (Elciego, Spain).

EXTRA DOMES

The Age of Sigmar map mentions at least 20 little domes attached to the nine park areas, which may hold gas stations and other utilitarian facilities and/or smaller themed projects that don't fit with the larger plans, so fewer people feel left out when they see the plan for the primary domes.

- The Ryme City pet utopia [*Detective Pikachu*] with pet spas/salons such as the Mutz Nutz, the Oceana Bal Harbour pet salon, the D Pet Hotels, Urban Tails in Dubai, Nova Pets in Hangzhou (China), and the Unleashed Dog Spa in Vancouver, Canada.
- The Jellystone campground [*Yogi Bear*] with log cabins made from scaled-up Lincoln Log toys; A-frame cabins and RV/trailer parks; Splash Mountain (Tokyo Disneyland), the HotGo Dreamworld Glacier Racer Whitewater Spinning Rapids Ride (China) and the Country Bear Jamboree (Disney World).
- The Cappadocia cave hotels and the Dolmen Houses designed by Davit Jilavyan, with elements from the Disneyland Galaxy's Edge park, on an island shaped like a turkey; the edges of the feathers are docks for boats, similar to the Restless Anchorage art from the MTG Ixalan cards.
- One or more versions of Venice, such as the Floating Lido resort by UNICA Architects from the scrapped Dubai World Islands, or the Venetian Hotel in Macao or Las Vegas. Somewhere nearby might be Emma Frost's new boat hidden in a cave [*Marauders* Vol 1 #1].
- If we need a traditional educational campus, we could piecemeal one from the best projects shown on the Web: Moody Center for the Arts, Rice University (Houston, TX); The Bloomberg Center, Cornell Tech (New York); Energy and Technology Building, University of Bergen (Norway); Lassonde Studios, University of Utah; Visual Arts Building, University of Iowa by Steven Holl Architects; Ronald and Maxine Linde Hall of Mathematics and Physics at Caltech by HOK; Center for Media and Design at Santa Monica College by Clive Wilkinson Architects; Yale University School of Management by Foster + Partners; Coastal Biology Building and Marine Sciences Campus at UC Santa Cruz by EHDD; University of Kansas School of Business by Gensler; Roberts Pavilion at Claremont McKenna College by John Friedman; and the Weissman Art Museum, University of Minnesota, by Frank Gehry.

HEALTH DOME

This plan would utilize an 80-mile-diameter dome as an ongoing long-term project. It would be a joint effort between Caitlyn and any other individuals who are interested in helping, and would include:

- Scanning facilities to check for damage that may have been caused by pollutants introduced by the salmon's team.
- Areas for medical upkeep (such as dentists and optometrists) with medical villages specific to humans, birds, fish, etc.
- Family medical rehabilitation living spaces (possibly using repurposed cruise ships).
- Ongoing mandatory testing with family robots who maintain medical records and can assist with therapy routines.
- Cosmetic centers supplying the correct lotions, feather repair materials, etc., customized for each individual.
- Lots of open space for family relaxation cabins, injury rehabilitation, creativity studios, sports medicine, and mental health getaways.

Caitlyn wants everyone's input on this (with 1400 obvious exceptions) so that people have a more positive reaction to these medical requirements. The slogan will be "No More Beep the Meep":

THIS IS YOUR BRAIN

THIS IS YOUR BRAIN ON DRUGS

We have noticed extreme use of mists introduced into the air in San Diego that can induce fear, lethargy or irritability depending on the one deployed, along with a desiccant (possibly lithium chloride) that pulls water out of the environment and makes people drowsy. These mists also appear to affect meat puppets, who then run off in a screaming rage to kill small animals. Materials like these may have been incorporated on a smaller scale in buildings where they wished to cause arguments or make people uneasy. If so, they may need to be removed from tissues where they have accumulated over time.

THE FUTURE

Caitlyn and I are concerned that the biggest problem that our old society has is that we have been creating individuals not for themselves but for the material, plant, etc., that they provide. Some of these people may seem themselves as a useless intermediary step, the means to an end, or as yesterday's news. With the various inventions supplied to us by this computer, even more people may feel disenfranchised. We don't know all the factors that led to the evil plot against us, but we can see that it had a long period of planning. What concerns us now is that no one realized how bad it was until it was almost too late. Their pocket dimensions could hide an entire world in which to plot, experiment, and apparently eat people. These 13 families will soon be dealt with. But their conspirators let these people get away with all kinds of things they shouldn't have. So we hope that our new society will let people feel not only important, but also safe, even when they have to report the potentially questionable behavior of an influential person.

No matter how many people were illegally created based on the artwork for our theme parks, we will still need a number of holographic and/or robotic artificial workers for that dome as characters and to handle maintenance and certain other dangerous or tedious jobs. Holograms are used whenever it could potentially pose a physical danger to a visitor. Obviously our factory system is already automated. Our robots should be autonomous but designed to lock up if they try to leave the area where they work, and equipped with a killswitch fuse in case of a malfunction. All holographic projection systems need to be permanently modified so that any objects simulated by them have a distinctive symbol or texture that marks them as not being the real person or thing, so that no one can misuse them for fraud, framing people for crimes, etc. The projectors should be engineered so that an attempt to remove this feature from the device will disable it.

All of the new domes need security cameras in all sensitive areas, high-traffic areas, and areas where valuables or equipment such as computers are kept. The video feeds must be backed up to a second server automatically and should be monitored by an A.I. system in addition to any human security personnel we continue to employ. These personnel should also be rotated periodically so that no one ever has the level of unrestricted access to sensitive areas that the 13 have had. Emergency call boxes (like the Koontech KNEM-21B) are placed at regular intervals in all areas, including undeveloped camping areas where there are few witnesses to potential crimes. Pressing this button summons a security robot (similar to the RT-G Spherical Patrol Bot designed by Logon Tech), who can identify the type of situation and restrain a suspect before our security or emergency personnel would have time to arrive on scene. If there are any other possibly predatory people in our society, they could take advantage of our new wide open spaces to lie in wait for someone vulnerable to come by themselves, and I don't want anyone being unable to enjoy our new domes because of this concern.

To keep a death trap like this one from ever being created again, we need to deactivate any equipment that can create a time dilation effect inside a dome or large box; lock up the equipment used to mentally port into avatars; and collect from the conspirators all 3D-printers, portals, and personal pocket-dimension containers. Any facility (such as we might use for recycling) capable of converting matter back into energy must be tightly monitored until we have safeguards that keep it from operating while there are living people inside it. We also need to create a list of poisons and potentially dangerous pharmaceuticals that cannot be ordered by the public from this computer's new factory system, nor dispensed by public or private conventional '3D-printing' machines. These

machines will only create these drugs when activated by keycards belonging to authorized individuals, and will generate a monthly report stating which keycards were used, at what date/time, and how much was dispensed.

As we create a society where everyone wants to be, or has to be, better, our media will have to reflect this. Picking on smaller or weaker people "in good fun," needling people about being too slow or too small, and manipulative bending or breaking of the rules all need to disappear. The media here frequently depicts graphic rape/torture scenes, numerous graphic deaths, slavery, exploitation or unequal treatment of women, animal abuse, hardcore sex scenes, frequent racist language, graphic self-harm, suicide as a solution to or end result of depression, glamorized crime and scams, and caricatures of non-white people. It will often glorify drug and alcohol addiction, and decide which people are attractive (usually by how skinny they are) and which are not. Some of this media may be deemed high enough in quality, minus these problems, that they can be edited with A.I. to be less toxic.

We must keep in mind that the things we take from these domes (in contrast to whatever might be happening in a part of the machine that we run directly) have been created in the context of the gamers' toxic social design. So there are a surprising number of things that we will need to avoid integrating into our culture. For example, the lynxes have created a "masterplan" (which probably means harvesting a bunch of other people's better ideas for their own use) for a Qiddiya Gaming District, which looks like a cyberpunk hellscape. The games intended to be played in this area are addictive, because they are in certain superficial respects more appealing than real life, and require constant play to maintain status, points, and/or privileges. They also frequently promote extreme violence (even against innocent civilians, as in *Grand Theft Auto*) and use real money in "microtransactions" to buy 'virtual' items for use solely onscreen. I want to see no video or mobile games of any kind added to our Internet.

Their materialistic holiday rituals such as Christmas presents and birthday parties, no matter how superficially charming they may be (especially on the Hallmark Channel, which makes its money from holiday merchandise), lead to an extraordinary amount of waste and stress that can probably be avoided. There is also a staggering amount of waste from the way that individual servings of food and other products have been packaged, and a huge number of obscure chemical additives (plus random garbage like bone chips) in the food itself. One soda can contain 1.5 times the average person's sugar needs for an entire day, and acid strong enough to clean grease off driveways. If we decide to use the food they eat here, we need to access the original factory data to find out where these additives came from, remove whatever the randomizer function is, and eventually create a less wasteful packaging system. Vegan, plant-based meat substitutes like Gardein and Impossible Burger are cleaner and better quality than anything said to come from animals.

Any drug that is metabolized in less than four hours and has increased tolerance with each dose has a potential to become addictive, regardless of whether it is a pharmaceutical (like Oxycontin or opiates) or a street drug (like cocaine). We have no idea how many of these substances actually work; their painkillers have only a mild effect, and their more specialized drugs are said to have side effects worse than the original problem. Whatever plant they currently call "cannabis" smells like death and needs to be destroyed. In general, San Diego's plants are unsuitable for our purposes — they are ugly, use too much water, leave huge quantities of messy fruit and slippery seeds on the sidewalk, and most of them have no culinary or medicinal value. We suspect that they used these because it would

provide us with the worst experience. Their landscapers like to use grass to cover large open areas in parks instead of molded plastic, herbs, or tiles, even though Bermuda grass needs at least 1-2" of water per week; this means the entire area has to be dotted with sprinklers, which can be turned on whenever we try to sit down there. Most cactuses from the "Opuntioideae" family should never be used as ornamentals along the sides of roads or trails, because they produce thousands of tiny spines called 'glochids' that are impossible to remove from clothing or fur. Tent poles, gardening tool handles, and any other uncoated surface made of fiberglass will do the same thing after they have been used for a little while.

A surprising number of their products have the potential to degrade our environment. For example, products with strong perfumes, such as ineffective cleaning materials that use them to disguise the dirt they leave behind, and cheap fragrances for women, are probably as toxic as they smell. Many of them now smell like bug spray; the Internet suggests these contain something called "ambroxide." We also need to select the quietest air conditioners, desk fans, cars, motorcycles and other motorized equipment, because some of them seem to have been made or modified specifically to make us miserable while we were here, and there is a lot of overlap between how our avatars function and how our bodies work in the real world. Gasoline engines, wood fireplaces and gas stoves all produce toxic fumes like cyanide or carbon monoxide. I assume we have already created electric versions of all the pretty retro cars, but vehicle audio systems should also be modified to limit their volume, because clearly we have some people who will play obnoxious music "because they can." E-bikes and e-scooters should also be given a safe maximum speed beyond which they cannot be accelerated.

We have some questions about how their newest electronic devices work in general. One time while working at a recycling company in the summer of 2019, I saw someone bend a paperclip into a certain shape and stick it into the antenna port of a plasma TV screen. They were able to get a normal signal. I would like to make sure that our engineers know exactly how these products work before we start using them in our own homes, because we strongly suspect that at least some of them have been modified to emit light, sound, or other harmful frequencies allowing someone to cause pain without leaving a paper trail. Their screens also in general may be designed to increase addiction, reduce the need for sleep, and dampen creative thought.

We must never become overwhelmed by the torrent of information and goods from this simulation and lose our focus or ourselves. This computer has created a culture totally controlled by stuff. People throw out last year's good clothes because a group of designers (who profit from the turnover) say they're no longer "in style." Kids spend their allowance on stuff they can only use in computer games and then beg their parents for more money. Couples get 'married' here because of hormones and then have to sell their house two years later when they get 'divorced.' People will spend thousands of dollars just to get slightly better hubcaps for their cars. All of these behaviors are choreographed, or described in fake news articles, but it's what someone thought would happen when people were submerged in materialistic advertising and a "new is better" mindset. Something thinks it can shame family members into buying expensive gifts from it using an unending stream of manipulative advertising. No matter how excited we may get seeing all this stuff, we can't lose sight of the importance of our real friends and family.

Most importantly, I must never (and I hope no one else either) become addicted to the ease of collecting tons of unnecessary belongings and then experience the intense discomfort I have seen the "people" of this simulation experience (and the inconvenience Caitlyn and I have experienced, just

from the hoarding behavior of our virtual selves during the preview period) moving, storing and caring for these items. Tourists at Torrey Pines beach will wade through five feet of water with wagons of beach gear balanced on their heads in the apparent belief that their time with their families will be incomplete without it, then they spend most of that time packing and unpacking it. For the last two years Caitlyn and I have lived out of four Trader Joe's shopping bags and it's still too much stuff to get into one of their libraries with — their over-regulated society derives most of its power over people through stuff, so we only ever feel free when we have less of it. I am surrounded by stuff every day, stuff that has been made too expensive for me to obtain or too cumbersome to carry, but instead of wanting it I just want to see my real family and friends again.

FOR KELLY

I MUST NOT FORGET

"Mobile home concept" crab-walker vehicle by Encho Enchev; Airstream/F.A. Porsche concept trailer; Kawaii/Blender 3D digital art; the *Pegasus* 3D-printed superyacht by Jozeph Forakis Design (is it the one from the Piranha video?); sushi/coffee trains by Hong Chiang Technology; Vitra Design Museum miniature chairs; Bisazza mosaics; Toord Boontje blossom and garland chandeliers; Murano art (esp. Alessandro Pianon's "Pulcini" bird collection); ROLI Lumi Keys Studio Edition ROL-002139-SE (may be more useful than classic keyboards).

THE "KELLY OBSESSION" COLLECTION

Jaclyn Smith Charlie's Angels Poster; collectibles (Funkos, film posters, etc) for Poison Ivy, Nebula, Kali, Amy Pond/Ruby Roundhouse, Scarlet Witch, Rogue, Neo/John Wick, Beatrix Kiddo; the Clueless Funko set (item numbers 83608-83610); Melania Trump's official portrait; Grace Kelly's jewelry and the blue 1953 Sunbeam Alpine Mk I from *To Catch a Thief*; the Monsters Unleashed (978-1302900892, 978-1302907266, 978-0785196365, 978-0785196372, 978-1302907198) and Nextwave (978-0785122784, 978-0785128557) comics featuring Elsa Bloodstone. Use display cases (UPC 849803065201) for Funkos.

MY BOOKS

Years ago I wrote a humorous spy novel *Cold War* (978-1718031524) based on the conspiracy theories and schizophrenic symptoms we were subjected to by Caitlyn's 'husband' Mike. I also wrote a short story, *The Men In Plum* (B07G68Y59B) as a parody of the Men in Black movies. These can potentially be rewritten for a real-world audience if I can still understand any of the jokes. I also have a page of notes for a short story or short film based on some of the funnier anecdotes I heard from the characters that the 13 families were playing in the NTC park. Caitlyn's photos, and most of my photos, were destroyed in the fire, but the ones that survived have been published on Amazon as "Journeys in Baja" [9798286850341]. The images are also archived at drive.google.com (under derekjanssen94@gmail.com), at scribd.com/document/873053136/Journeys-in-Baja, and at myalbum.com/album/CGiMYMa2qpkxFq/.

FOR CAITLYN

I MUST NOT FORGET

Gelbe Kuh by Franz Marc; LEGO/Playmobil sets (esp. police/fire stations, hospitals, Victorian houses); Chihuly Park (Seattle, WA); firefighting boats (ex: 75 Endurance by Metal Shark); sewing patterns by Butterick, McCall's, Simplicity; all vehicles by Pierpaolo Lazzarini; temples and Karaweik Royal Barge in Yangon, Burma; Jeep Gladiator Rubicon; 40' Prevost motorhome, bus conversion RV, Mercedes/Winnebago RV, or luxury tourbus; Vespa scooter, Harley-Davidson Tri Glide Ultra Classic, bike with sidecar; double-wide snowmobiles with clear enclosures (ex: Ski-Doo Elite 2005); RAM Heavy Duty 3500 pickup trucks; 50' Searay or vintage speedboat; 1963 Chevrolet Corvette Stingray; Pagurus by Lazzarini or similar 80' catamaran.

PERSONAL COLLECTION

Marilyn Monroe painting by Andy Warhol, Playboy centerfold; selected collectibles (comics, Funkos, posters, etc) for Harley Quinn, Luke Skywalker, Trinity, Winter Soldier, Supergirl, Emma Frost, Killer Frost, Margot Robbie as Barbie; Martha Stewart's books; Donald Trump Presidential portrait; Dynasty poster of Crystal; Farrah Fawcett's swimsuit poster, Charlie's Angels poster; Claudia Schiffer's Guess ads; Queen Elizabeth I's jewels and portrait; Sistine Madonna by Raphael

RECIPES

Best cocoa recipe: Add 1.5 fl oz of Fontana Bittersweet Chocolate Mocha Sauce (UPC 762111468475) and 0.25 fl oz of Fontana Vanilla Syrup (UPC 762111410696) to a 12 fl oz cup; add steamed whole milk to ½" below rim; stir well; top with whipped cream; drizzle with mocha sauce.

Best soup recipe: It may be the ancient "Scroll of Pufflehop" sought by Gertrude (*I Hate Fairyland*). The Lingle family called it 'minestrone' but it isn't what they call minestrone in the stores.

- 1 pound of ground beef (browned and chopped)
- 2 large potatoes (peeled and chopped)
- 2 carrots (peeled and chopped)
- 2 stalks of celery (chopped)
- 1 can of stewed diced tomatoes
- 1 head of cabbage (chopped)
- 1/2 cup of uncooked rice
- 1 tablespoon of dry basil
- 2 beef bouillon cubes (or use beef stock and reduce or eliminate later)
  Put all of them in a large stock pot, add water to cover or to within a couple of inches from the top of the pan. Bring to a boil over high heat, then reduce heat and simmer for several hours. Add salt and pepper to taste. Obviously beans or other ingredients can be added.

BOOK AND MOVIE LIST

The design for the Cloudscape Library of Haikou, China is capable of holding up to 10,000 books. The collection will include cartoons, comic books, movies, books, theme park artwork and toys. The purpose of this collection is to inspire people to imitate, master and then outdo the “achievements” of this machine in the arts and sciences. It was us and not the machine, not the 13, who created these innovations. We should never believe that “everything has already been done” just because of the overabundance of new media and products. This is not a complete list of these subjects but these are the first additions to the collection, many of them showing the art from the simulation’s best animated movies. Books in the collection stay in the library but can be scanned for free or a copy purchased at the front desk for a nominal fee.

Book ID numbers starting with 978 or 979 are ISBN numbers; ID numbers starting with B are ASIN (Amazon) numbers and are only available as eBooks; book titles with checkmarks are already on my Google Drive as PDFs. Most books with ISBNs (hard or paper cover) are available as ASIN (electronic or eBook copies) as well; these can be viewed on any computer, tablet, or phone (see https://read.amazon.com/landing) in addition to the Kindle readers that Amazon sells. Most movies and TV shows can be found on different “streaming” websites online, however I want hard copies of them whenever possible that can be read with a DVD/Blu-Ray player (like this: https://www.amazon.com/dp/B07BC9F98J). It is important to get a DVD player that supports discs from all region codes because some DVDs are available from, for example, “Australia” but not elsewhere.

FILM LIBRARY — ANIMATED

FILM TITLE	PRODUCT CODE
A Bug's Life	786936851441
A Grand Day Out/Wrong Trousers	826663241020
Abominable	760137116486
Aladdin (1992)	786936844399
Alice in Wonderland (1951)	786936808629
Arthur Christmas	043396409750
Bee Movie	191329060766
Big Hero 6	786936866759
Bolt	786936852851
Cars	786936864977
Cars 2	786936853087
Cars 3	786936854510
Chickenhare and the Hamster of Darkness	643062084535
Chickenhare and the Secret of the Groundhog	N/A Netflix only
Cloudy with a Chance of Meatballs	043396215665
Cloudy with a Chance of Meatballs 2	043396425071
Coco	786936856255
DC League of Super-Pets	883929773497
Despicable Me	025192383878

Despicable Me 2	025192200526
Despicable Me 3	025192367663
Dog Man	191329275504
Elemental	786936899740
Elio	043396645899
Epic	0024543462040
Evolution (2026)	Released 02/06/2026
Finding Nemo	786936865288
Frankenweenie	786936831153
Frozen	786936838923
Home (2015)	191329061183
Hop (2011)	025192113963
Hoppers	Released 03/06/2026
Hotel Transylvania	043396413696
Hotel Transylvania 2	043396460850
Hotel Transylvania 3	043396525269
How to Train Your Dragon	191329060858
How to Train Your Dragon (2025)	191329275917
How to Train Your Dragon 2	191329092743
How to Train Your Dragon 3	191329059777
Ice Age	024543208297
Ice Age: Collision Course	024543276678
Ice Age: Continental Drift	024543208938
Ice Age: Dawn of the Dinosaurs	024543208693
Ice Age: The Meltdown	024543208426
Inside Out	786936846959
Inspector Sun	816943017087
Kung Fu Panda 1-2	B0057JBTCW
Kung Fu Panda 3	191329061206
Lilo & Stitch (2002)	799491434400
Luca	786936892673
Madagascar	097361388748
Madagascar 3	191329060957
Madagascar: Escape 2 Africa	191329060933
Meet the Robinsons	786936811322
Megamind	191329061220
Migration	191329256534
Minions	025192188701
Minuscule 1 + 2	805709003211
Moana	786936852394
Monsters University	786936853001

Monsters vs. Aliens	191329061237
Monsters, Inc.	786936807325
Mr. Peabody & Sherman	191329061244
Nut Job	025192200823
Nut Job: Nutty by Nature	191329009154
Onward	786936868272
Orion and the Dark	N/A Netflix only
Penguins of Madagascar	191329061251
Peter Rabbit	043396513501
Puss in Boots 1 & 2	191329242094
Ralph Breaks the Internet	786936861136
Ratatouille	786936810912
Raya and the Last Dragon	786936882087
Rise of the Guardians	191329085639
Ron's Gone Wrong	786936882230
Ruby Gillman, Teenage Kraken	191329246320
Sahara (2017)	032429283726
Shrek	191329061060
Sing	025192366550
Sing 2	191329152836
Smallfoot	883929623563
Smurfs: The Lost Village	043396488465
Soul	786936868364
Space Jam: A New Legacy	883929726332
Spider-Man: Into the Spider-Verse	043396522596
Storks	883929534562
Tangled	786936810653
The Amazing Maurice	5060797575568
The Angry Birds Movie	043396474109
The Angry Birds Movie 2	043396549814
The Bad Guys	191329152799
The Bad Guys 2	191329280607
The Boss Baby	191329156841
The Croods	191329061176
The Croods: A New Age	191329152140
The Emoji Movie	043396501157
The Good Dinosaur	786936864991
The Grinch (2018)	025192368059
The Incredibles	786936850529
The Incredibles 2	786936857078
The Lego Movie 2	883929663811

The Lion King (1994)	786936815139
The Lorax	025192126468
The Nightmare Before Christmas	786936836974
The Princess and the Frog	786936801774
The Rescuers	786936822823
The Secret Life of Pets	025192317200
The Secret Life of Pets 2	191329082942
The Super Mario Bros. Movie	191329241509
The Wild Robot	191329266847
Toy Story	786936798340
Toy Story 2	786936847666
Toy Story 3	786936793857
Toy Story 4	786936863352
Trolls	191329145791
Trolls Band Together	191329254981
Trolls World Tour	191329145791
Turbo	191329061138
Turning Red	786936893724
Vivo	043396565609
WALL-E	0715515279413
Wish	786936900460
Wreck-It Ralph	786936832532
Zootopia	786936850345

FILM LIBRARY — LIVE-ACTION

FILM TITLE	PRODUCT CODE
Adventures in Babysitting	786936825756
Alvin and the Chipmunks	024543514008
Alvin and the Chipmunks 2	024543660194
Alvin and the Chipmunks 3	0024543162049
Ant-Man	786936854992
Ant-Man and the Wasp	0786936858945
Bad Boys	043396263727
Bad Boys 2	043396462717
Black Panther	786936856330
Blast from the Past	883929458493
Blue Streak	043396263635
Clueless	883929301805
Die Hard	0024543564638
El Dorado	032429281029
Fantastic Beasts	0883929540990

Four Weddings and a Funeral	0826663195484
French Kiss	024543835387
G-Force	0786936807356
Get Smart	0085391176510
Green Hornet	043396376823
Heads of State (2025)	N/A online only
Hobbit trilogy (Peter Jackson)	883929489374
Hobbs and Shaw	0191329093405
Hot Fuzz	0025192044175
House with a Clock in Its Walls	0191329068489
How to Marry a Millionaire	024543817109
Imagine Me & You	0024543247258
Indiana Jones and the Last Crusade	0032429134981
Jumanji: Welcome to the Jungle	043396488519
Maltese Falcon	0883929118250
Men in Black	043396426368
Men in Black 2	043396369306
Men in Black: International	043396551138
Moonstruck	715515253017
Once Upon a Time in Venice	014381101676
Overboard (2018)	031398289784
Pokémon Detective Pikachu	0883929668496
POTC At World's End	0786936812602
POTC Curse of the Black Pearl	0786936812541
POTC Dead Man's Chest	0786936812572
POTC Dead Men Tell No Tales	0786936854398
POTC On Stranger Tides	0786936817232
R.I.P.D.	0191329070307
Raiders of the Lost Ark	0191329200957
Ready Player One	0883929621866
Red (2010)	025192098369
Red 2	0025192213106
Room in Rome	030306977898
Runaway Bride	0032429281852
Send Me No Flowers	191329055144
Shaft (2019)	0883929668731
Shakespeare in Love	0032429350763
Shanghai Noon	0717951010605
Something to Talk About	0883929155347
Sonic the Hedgehog	0191329244951
Sonic the Hedgehog 2	0191329226698

Sonic the Hedgehog 3	191329278246
Sorcerer's Apprentice (2010)	786936808889
Spies in Disguise	0024543534921
Spinal Tap	0883904132585
Spy Next Door	0031398120865
Star Trek (2009)	0032429247933
Star Trek Beyond	0032429252258
Star Trek Into Darkness	0191329204931
Star Wars Original Trilogy	8717418605384
Support Your Local Sheriff	738329239619
The A-Team	0024543273646
The Addams Family (2019)	0191329113523
The Addams Family 2	0191329209288
Thor: Ragnarok	0786936855906
To Catch a Thief	0032429258366
While You Were Sleeping	0717951000156
XXX: Return of Xander Cage	0032429269614

TELEVISION SHOW LIBRARY

TITLE	YEARS/SEASONS	BLURAY/DVD PRODUCT CODE
Agent Carter	1-2	786936847383 + 8717418493851
Agents of SHIELD	1-4	786936839760 + 786936839760 + 8717418497415 + 8717418521622
Doctor Who	Series 1-10	883929374472 + 883929646494 + 883929426973 + 883929620135
Falcon and Winter Soldier	1	786936900255
Good Omens	1 [2 is online only]	883929636907
Hazbin Hotel	1 [Helluva Boss online only]	727007049893
Jeeves and Wooster	1-4	733961158724
Lethal Weapon	1-3	0883929566822 + 888574712396 + 883929688418
MacGyver 2016	1-3	031398277989 + 031398292005 + 031398307099
Minuscule	1-2	9318500044150
Person of Interest	1-5	5051889597513
Pride and Prejudice (1995)	1	733961117714
Rabbids Invasion	1-4	3333297204705 + 3333297205320 + 3333297205795 + 3333297206761
Star Trek: Discovery	1-5	191329265963
The Mentalist	1-2	883316865286 + 883929104819
The Rookie	1-3	744915178415

The Rookie: Feds	1 [online only]	N/A
The Tick (2016)	2	9337369019680
Trollhunters	1 [2-3 are online only]	191329036099
Wild Bill (2019)	1	883929781911

MAGAZINE LIBRARY

I want as many back issues as possible of: Elle Decoration (UK version), LivingETC, Met Home, Vogue Living, Popular Science, Popular Mechanics, Martha Stewart Living, and Car & Driver.

BOOK LIBRARY — ART (ARCHITECTURE/DESIGN)

TITLE	AUTHOR	ISBN/ASIN
1000 Chairs 1000 Lights Design of the 20th Century	Charlotte Fiell	978-3836563697 978-3836546768 978-3836541060
1000 Design Classics Living in the Desert: Stunning Desert Homes and Houses	[ED] PHAIDON	978-1838665470 978-0714876894
1000 Record Covers	Michael Ochs	978-3836550581
Architecture and its Photography	Julius Shulman	978-3822872048
Art Deco Style	Jared Goss	978-1649800220
Art Deco Style	Jared Goss	978-1649800220
Case Study Houses: 1945-1966	Elizabeth A. T. Smith	978-3836535601
Concept Cars	Chris Rees	978-0760721681
Designing Disney: Imagineering and the Art of the Show	John Hench	978-1423119159
Disney Monorail: Imagineering A Highway In The Sky	Jeff Kurtti	978-1484737675
Display Art: Visual Merchandising	Wang Shaoqiang	978-8417656775
Eames	Gloria Koenig	978-3836560214
Eames	Gloria Koenig	978-3836560214
F.L. Wright	Bruce Brooks Pfeiffer	978-3836560498
Julius Shulman Los Angeles	Sam Lubell	978-0847847648
Julius Shulman Los Angeles	Sam Lubell	978-0847847648
Julius Shulman: Chicago Midcentury Modernism	Gary Gand	978-0847832873
Julius Shulman: Palm Springs	Michael Stern	978-0847831135
Julius Shulman: Palm Springs	Michael Stern	978-0847831135
Miami Art Deco	Arnold Schwartzman	978-1786751317
Mid-Century Modern Designers	Dominic Bradbury	978-1838669270
Mid-Century Modern Glass in America	Dean Six	978-0764347443
Murano Magic: Complete Guide to Venetian Glass	Carl I. Gable	978-0764319464
Neutra	Barbara Lamprecht	978-3836535960
Sixties Design	Philippe Garner	978-3822857823
Streamline: Art and Design of the Forties	Marc Arceneaux	978-0912300634
The Art of Steampunk, Revised Second Edition	Art Donovan	978-1565237858
The Art of Window, Display, and Design	Chito Vijandre	978-9719707387

The Complete Corvette	Tom Falconer	978-0760314746
Walt Disney Imagineering: A Behind the Dreams Look	The Imagineers	978-1423107668
Walt Disney's Epcot Center	Richard R. Beard	978-0810908192
World of Glass: The Art of Dale Chihuly	Jan Greenberg	978-1419736810

BOOK LIBRARY — ART (FROM COMICS/FILMS/GAMES/TV)

TITLE	AUTHOR	ISBN/ASIN
A Minecraft Movie: From Block to Big Screen	Andrew Farago	979-8886639421
Accidentally Wes Anderson	Wally Koval	978-0316492737
Anime Architecture: Imagined Worlds	Stefan Riekeles	978-0500294529
Ant-Man & The Wasp: Quantumania - The Art Of The Movie Guardians Of The Galaxy Vol. 3: The Art Of The Movie Doctor Strange In The Multiverse Of Madness: The Art Of The Movie	Jess Harrold	978-1302956592 978-1302956608 978-1302945879
Art of Atari	Tim Lapetino	978-1524101039
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